ISSUE 27 · DECEMBER 1989 · £1.50

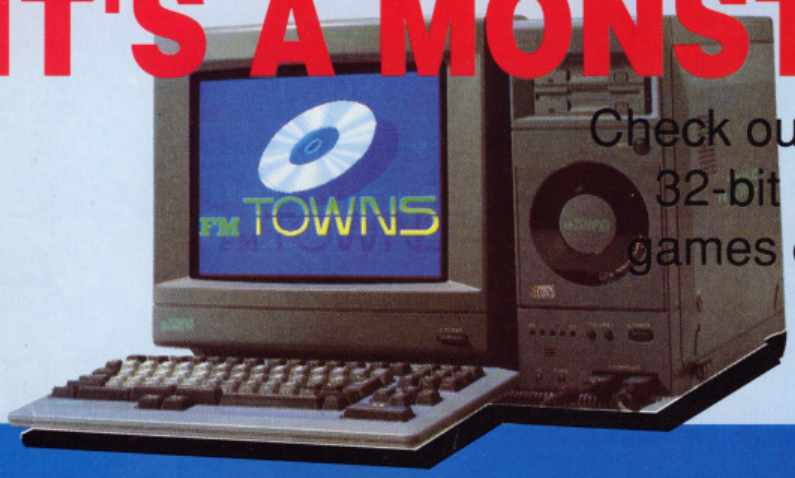
ACE

MAGAZINE OF THE YEAR

■ ST ■ AMIGA ■ C64 ■ CPC ■ SPECTRUM ■ PC ■ NINTENDO ■ SEGA ■

ADVANCED COMPUTER ENTERTAINMENT

IT'S A MONSTER



Check out Japan's 32-bit CD-ROM games computer

HANDS ON!

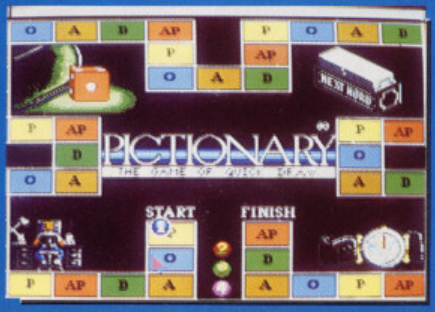
Win a **FREE ATARI LYNX** handheld console

X-MAS RATED

Damocles and Interphase clash, Star Trek V takes off, and Cloudmaster storms onto the Sega...

AARGHGH!

Could something *really nasty* happen to you while you play?



STUFF THIS!

Software houses rear Christmas turkeys. ACE carves them up...

FREE!

ACE NEW TECHNOLOGY WALLCHART Pre-historic micros, great buys, and the far future of gaming.

ISSN 0954-8076

Screen shots from various formats.

DRIVING'S BIGGEST GA

AVAILABLE ON
CBM 64/128 CASSETTE
& DISK
SPECTRUM CASSETTE
AMSTRAD CASSETTE
& DISK
ATARI ST & AMIGA

U.S. GOLD®

U.S. Gold Ltd., Units 2/3 Holford Way, Holford,
Birmingham B6 7AX. Tel. 021 625 3388

MORE

ESTGAME EVER... JUST GOT BIGGER...

TURBO OutRun™

SEGA®

© 1989 Sega Enterprises Limited. This game has been manufactured under license from Sega Enterprises Limited, Japan and "Turbo Out Run™" and "Sega™" (or "Sega") are trademarks of Sega Enterprises Ltd.

RE CAR, MORE ROAD, MORE ACTION!

EMAP B&CP
Priory Court
30-32 Farringdon Lane
London EC1R 3AU
Tel: 01-251 6222
Fax: 01-490 0991

Editor
Steve Cooke

Deputy Editor
Rik Haynes

Reviews Editor
Eugene Lacey

Staff Writer
Laurence Scotford

Design Editor
Jim Willis

Contributors
Tony Dillon
Kati Hamza
John Minson
John Cook
Riyad Emeran
Lee Witek
Duncan Evans

Additional Design By
Phil Hendy

Illustration
Geoff Fowler
Steinar Lund

Advertisement Manager
Garry Williams

Advertising Production
Emma Ward

Publisher
Terry Pratt

SUBSCRIPTIONS
EMAP Frontline, Subscriptions Dept.
1 Lincoln Court, Lincoln Road,
Peterborough, PE1 2RP
0733 555161

COLOUR ORIGINATION
Latent Image, Balmoral Grove, N7
Balmoral Graphics, Canonbury Yd, N1
Proprint Repro, Stratford, E15

TYPESETTING
CXT, 74 Borough High Street, London, SE1. 01-378 8139

DISTRIBUTION
EMAP Frontline, Park House, 117 Park Road, Peterborough, PE1 2TR
0733 555161

PRINTING
Severn Valley Press, Caerphilly

© EMAP B&CP 1989
No part of this publication may be reproduced in any form without our permission.

ISSN NO: 0954 8076

SPECIALS

TUNE IN TO FM TOWNS.....27
Fujitsu have produced a 32-bit games computer that comes with a built-in CD-ROM as standard. The graphics are red-hot and the software base features some stunning conversions of familiar titles. Drool over the details and start saving...

SHOCK HORROR! 35
There you are, cowering behind the sofa in a cold sweat, trembling violently, stomach churning, and screaming for Mummy. Too bad everyone else is out for the evening. You knew it was foolish, but you just had to load up *that game* one more time, and now you're very, very sorry...Just a nasty dream? Or could software houses really give us the jitters?

MACHINE DREAMS.....42
The Photographers' Gallery set professional artists and photographers loose on sophisticated computer scanning equipment. This is the result...

STUFF THIS! 135
Everyone makes jokes about turkeys at Christmas, but it's no joke if you end up buying one. ACE checks out the heavyweight game contenders for Xmas '89.

FRUIT CASE 155
That innocent-looking fruit machine has the same sound chip as your ST, more memory than a Spectrum, and is carefully programmed to swallow your cash. Fruit coder Lee Witek opens the case...

SCREEN TEST INDEX

***Interphase*, *Damocles*, and *Star Trek V* are amongst this month's biggies crowding out a red-hot autumn Screentest....**

BOMBER *Activision* 68
CLOUDMASTER *Sega* 79
DAMOCLES *Novagen* 45
DAY OF THE PHARAOH *Rainbow Arts* 75
DOGS OF WAR *Elite* 77
DOUBLE DRAGON 2 *Virgin* 65
FANTAVISION *Domark/Broderbund* ... 86
FAST LANE *Artronic* 84
GRAND PRIX MASTER *Dinamic* 95
INTERPHASE *Imageworks* 50
NINJA WARRIORS *Virgin* 59
NORTH & SOUTH *Infogrames* 56
OMNICRON CONSPIRACY *Epyx* 60
POWER DRIFT *Activision* 92
ROCK & ROLL *Rainbow Arts* 96
SPACE ROGUE *Origin* 91
STAR TREK V *Mindscape* 52
STORMLORD *Hewson* 72
WANTED *Sega* 80
XENOPHOBE *Microstyle* 71

Gamesters in Japan can now play *AfterBurner* on the first machine with a built-in CD-ROM...

TOWNS SENSATION

Ever since we first printed a picture of Fujitsu's FM Towns computer, we've been inundated with demands from readers for more information. We're delighted to oblige. Thanks to some timely co-operation from Japan's famous Log In magazine, we've been able to bring you a report on this record-breaking 32-bit games micro on page 27...

FM TOWNS – a machine to satisfy your wildest dreams, complete with CD-ROM and massive processing power...

ANCO

Anco are celebrating the launch of *Player Manager* by giving you the

WHAT A MONTH!

OK, so Christmas is on the way, but that's still no excuse for bombarding you with all the goodies we've packed into this issue. Find out about Tetris II; the extraordinary FM Towns computer; a simulator that plunges you into the depths of the human immune system; a coin-op that contains a PC Engine; which of this month's games you've got to grab; and much, much more.

Not only that, but we've gone overboard on the giveaways. You can win an Atari Lynx, or (courtesy of Anco) a stunning Sony video camera, and pin up on your wall the ultimate new technology wallchart.

The ACE Technochart comes free with this issue and gives you details on almost all the hardware you're likely to find in the shops in Britain – and quite a few that you won't. It gives you a complete guide to computer entertainment in one glorious full colour experience. Eat turkey, Santa...

Journey into the human body with Lucasfilm's latest mega-simulator. See page 104.

OVER THE RAINBOW 109
A C64 game that looks as if it's running on an Amiga? A game about cigarettes?? Visit Rainbow Arts in Germany and find out for yourself...

SOUND SENSATIONS 123
Jon Bates checks out the latest musical developments for micro owners and discovers, amongst other things, why the games we play are going to sound better and better.

FEEL THE MOVIE 104
New simulator technology is being used by Walt Disney to give punters the experience of a lifetime, including a journey through the human body...

GAMEPLAY

SCREEN TEST 47
Danger! This month's Screentest section is positively scorching! The long-awaited *Damocles* from Novagen clashes with the superlative *Interphase* from Mirrorsoft; Rainbow Arts' *Rock & Roll* proves devastatingly playable, and *Star Trek* takes off...for the fifth time.

BEYOND TETRIS 18
If you thought *Tetris* was addictive, wait till you try *Welltris* – Old Groper reports from San Francisco...

THE OUTER LIMITS 145
At last! The new ACE adventure and fantasy section kicks off with five glorious pages and reviews of *Swords of Twilight*, and much, much more...

TANK BUSTING! 129
ACE visits the Bovington Tank Museum and gets to grips with Microprose's superb *M1 Tank Platoon*.

COIN-OP ENGINE 22
News from the arcades, including details of a new arcade console based on the PC Engine.

WIN! WIN! WIN!

AN ATARI LYNX CONSOLE 121
Get your paws on one of the world's most desirable hand-held consoles – absolutely free!

ANCO BANCO! 40
Win a free video camera and record those games live!

Anco's *Player Manager* takes the field...

PINK PRIZES 161
There's always something to win in the Pinks. A reputation, by sending in your lists, your jokes, your cartoons...- and some prizes as well. Check the Pink Page index on page 161 for details.

REGULARS

NEWS 9
Find out more about the CD-I version of the Guinness Book of Records – the first of a deluge of interactive entertainment products...plus news of the Great Gameboy Success...

LETTERS 14
ACE readers from around the world sound off on the burning topics of computer entertainment.

TRICKS AND TACTICS 114
Maps, cheats, hints, and tips enable you to kick ass where you might otherwise wimp out...

FREE ISSUE! 120
A year of authoritative game reviews, exclusive coverage of exciting new technology, and a free issue of Britain's best computer entertainment magazine – for only £17.95.

BANCO!

the chance to win a free video camera – kick off on p.40.

Hard

THE ULTIMATE DRIVING SIMULATOR

– that leaves all other driving games behind!

Atari ST Screenshots!

A TRUE THREE-DIMENSIONAL WORLD PRESENTED ON THE SCREEN!

EXCITING STUNT TRACK WITH A 360-DEGREE LOOP!

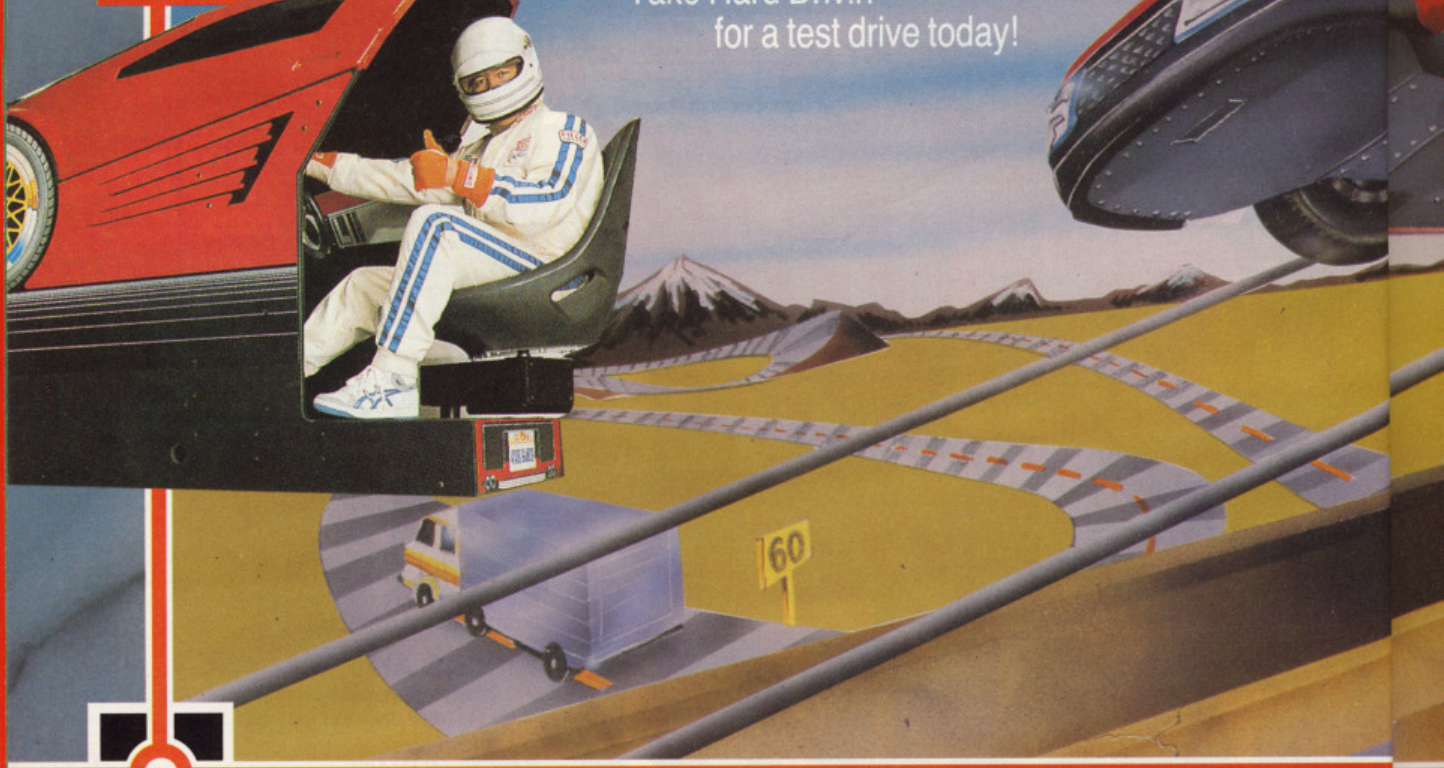
QUALIFY AND CHALLENGE THE TOP HARD DRIVER!

How would you like to test drive a high powered sports car on a stunt course? Have you ever jumped a draw bridge or driven a loop-the-loop? Now's your chance!

Or maybe high-speed driving is your idea of excitement. Step on the gas and try to keep control while skidding round the corners, weave in and out of the traffic and avoid oncoming cars!

Hard Drivin', available for your home computer, is not just the best game on offer – it's a whole new driving experience.

Take Hard Drivin' for a test drive today!



TENGEN

The Name in Coin-Op Conversions.

IBM PC · Amiga · Atari ST · Conc

Drivin'

OR
!!

60

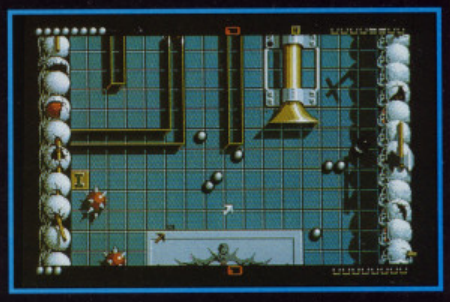
DOMARK

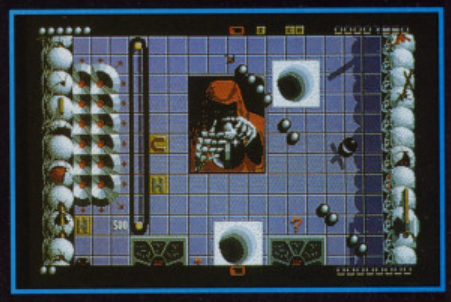
© 1989 TENGEN INC.. All rights reserved.
TM Atari Games Corporation
Programmed by: Jurgen Friedrich 16-bit Binary Design 8-bit

Comodore 64 · Amstrad · Spectrum

Domark Ltd, Ferry House, 51-57 Lacy Road, London
SW15 1PR Tel: 01-780 2222

BALLISTIX





NOW Released on PC & C64

BALLISTIX
It's a whole new ball game!

Sick of silly old soccer? Tired of pathetic pinball? Then you need a dose of *Ballistix* – the fastest, wackiest, toughest ball game yet to appear on a computer. *Ballistix* just explodes with excitement, puzzles and an amazing **130 different screens** of frenetic action, on the PC, Atari ST and Amiga. On the C64 version there are **64 screens**.

The aim of the game is simple; score more goals than your opponent to win the match. Doing it is a different matter as **splitters** fill the screen with dozens of balls, **tunnels** hide them from view, **bumpers** bounce balls all over the show, fiendish **red arrows** speed them up to almost impossible velocity, **magnets** pull them away from your control, and much, much more.

Ballistix is incredibly flexible, too. You can play against the computer or another player, set the speed if you can't stand the pace, define where the balls are fired and their velocity, rack up bonuses that will get you extra goals and then, at the end of an exhausting game, set your name in pride of place on the high-score table. And it's all played to the accompaniment of a throbbing sound-track and a crowd that applauds your every goal.

Ballistix is definitely not a game for wimps. It's tough, fast, challenging and incredibly competitive - in fact, it's just the kind of game you like.

AMIGA/ATARI ST £19.95 PC £24.95 C64 DISK £12.99/CASS. £9.99

Screen Shots taken from the Amiga version

PSYGNOSIS – GAMES PEOPLE PLAY

PSYGNOSIS
FREEPOST
LIVERPOOL L3 3AB
UNITED KINGDOM
Tel: 051-709 5755

Access VISA

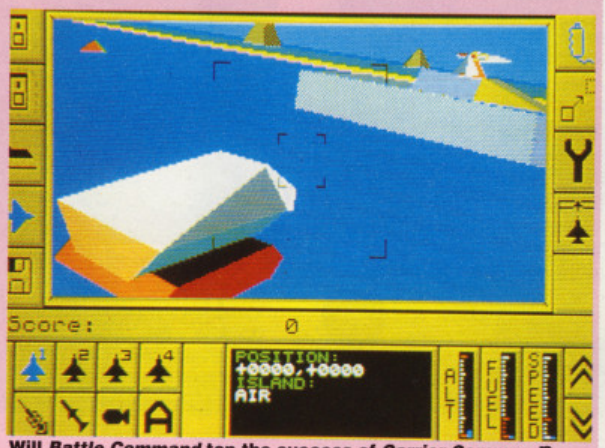
PSYGNOSIS

ACE NEWS

COMMAND PERFORMANCE

Realtime Games Software's long due, but eagerly awaited, follow-up to the gaming classic *Carrier Command* should be out next March. The game is to be called *Battle Command*, and although it places the player in a futuristic tank, the guys at Realtime are keen to stress that "it is not a tank simulation". Instead, *Battle Command* is in the *Carrier Command* tradition using a multi-stage game format with approximately 30 mission scenarios, which the player must complete before the "final encounter". Just what the final encounter is, the guys at Realtime aren't saying at this stage, but suffice to say that with up to 32 missions to complete there should be plenty to keep even the hardened tank commander happy!

Battle Command has already been under development on mainly 16-bit formats for the past 18 months, with Realtime making improvements to the un-improvable *Carrier Command*. These "tweaks" include far more complex solid 3D graphics with highly detailed objects, and a better gameplay combination of strategy and shoot'em-up.



Will *Battle Command* top the success of *Carrier Command*?

TEXT GAME OVER?

Trolls, hobbits, dragons, and gnomes staged a mass demonstration outside Level 9's offices last night, following the news that Britain's best known fantasy software house have announced their last traditional adventure title.

'It's true', said Pete Austin, addressing a militant crowd with hair between the toes, 'We shall not be releasing any more adventures, unless Scapeghost (reviewed this issue, p.145) sells much better than expected. There have been so many good adventures written over the past few years that producing new ones which will sell in any quantity is getting more and more difficult.'

Narrowly avoiding a fireball from a distressed cleric, Austin went on to reminisce about The Age of The Adventure. 'Our favourite game, not including our own, of course, had to be an Infocom title...' (loud sniggers from a small group of Leather Goddesses) '...Trinity...' (shrieks of indignation from the same), '...and our favourite Level 9 titles were Ingrid's Back and, of the older games, Dungeon Adventure.'

As grown hobbits broke down and wept, Austin conceded that times were changing; 'We released Collossal Adventure back in 1981. Since then it's sold around fifty thousand copies. We still get orders for it, but only a couple a week and those are mostly from people wanting to complete their collections. Nowadays everyone wants animated graphics and arcade action. However the time will come when tactile feedback and headsets will give the adventure format a new lease of life...'

Meanwhile, at another rally nearby, Anita Sinclair of Magnetic Scrolls, producers of The Pawn and Guild of Thieves, was declaiming exultantly about the future of the very same game format that Pete Austin claimed was dying. 'Of course there's a future for the text adventure,' she cried, 'There will be a whole sheaf of adventure titles from Magnetic Scrolls coming out next year. The first will appear in March next year and will be a true Magnetic Scrolls fantasy. It will the the start of the text adventure, not the end...'

Whooping excitedly, Ms Sinclair was then carried off into the night shoulder-high by several black-leather-clad orcs. The apparent death of the text adventure appears, therefore, to be somewhat in doubt...

***Scapeghost*: reviewed in this month's issue**

LOCK AND LOAD

Are you worried about the increase in micro thefts? Can you bear to leave your micro unprotected? Are you sick of your kid brother borrowing your computer?

Well Homeguard UK may have the perfect solution to your troubles with the Audio and Video Guard anti-theft alarm. This a compact security device used to protect electric appliances (micros, videos, hi-fi's) that are permanently connected to the mains.

The unit uses a electro-magnetic current sensing strip to detect if the power to your appliance has been switched off, unplugged or had its cable cut (ouch). Any of these actions would result in a load piercing alarm lasting 45 seconds.

The unit runs off a P33 battery, costs £14.95 and can be obtained from Homeguard UK on 0327 78874.

THE GREATEST SHOW ON EARTH

At long last there is a computer show devoted to you – the gamesplayer. There won't be a business machine in sight at next year's European Computer Entertainment Show – the only computer show dedicated solely to games.

ECES is sponsored by ACE and our sister publications *The One*, *C+VG*, *Commodore User* and *Sinclair User*. Each magazine will run a special event during the show, such as *C+VG* organising the World Computer Gaming Championship in conjunction with leading software company US Gold. Of course ACE will be running its own event – we'll keep you informed with further details over the coming months.

All of the leisure industries big names like Ocean, US Gold and Psygnosis will be at ECES, showing you their latest games software – the chart-topping titles of Christmas 1990.

In effect, ECES has taken over the PC Show – the computer industries premier show. "ECES will be more of a festival than an exhibition," said the show's enthusiastic spokesperson Dean Barrett, "we will get the excitement back into the computer entertainment industry." ECES will be extensively covered on TV and in the national press, acting as a much needed forum for computer entertainment.

The European Computer Entertainment Show will be held at Earls Court from 13th-16th September, 1990. We look forward to seeing you there...

WE ARE GLASS

You could be playing your favourite game on your window, patio door or car windscreen if Pilkington Glass' predictions for the next decade become reality.

In its Fenestration 2000 report, Pilkington believes the information technology and building construction industries will merge together to produce hi-tech buildings in the true cyberpunk style. This sci-fi projection adds up to video or TV pictures and computer data being displayed on an "average" sheet of glass producing a high resolution flat-screen colour display of "photographic" quality. You can see ACE's predicitions for games on glass in the free pull-out wall-chart in this issue.

We can't wait to hear the double-glazing salesperson pitch for this one...

EXTRA TIME FOR KICK OFF

Kick Off, probably the best football simulation available and one of the best games released this year, is about to gain a new lease of life thanks to the release of an *Extra Time* Expansion Disk.

Extra Time is designed to appeal both average and seasoned *Kick Off* player alike, thanks

CUTE COIN-OP CRAZE

The next time you go into the arcades for a bit of mindless electronic violence, you may face cutesy balls of plastic fluff instead of *Operation Blood'n'Guts Terminator*.

At least that's the theory many Japanese coin-op manufactures are subscribing to. The evidence to back this statement up came with the JAMMA coin-op show in Japan last month, when over 50% of the attractions on show consisted of cutesy novelty games (like the one where you hit lovable characters over the head with a mallet) and children's playrides, as opposed to the latest in turbo 68000, multi-blitter games decks. The JAMMA show has traditionally been the place to see "next year's" coin-op blockbusters.

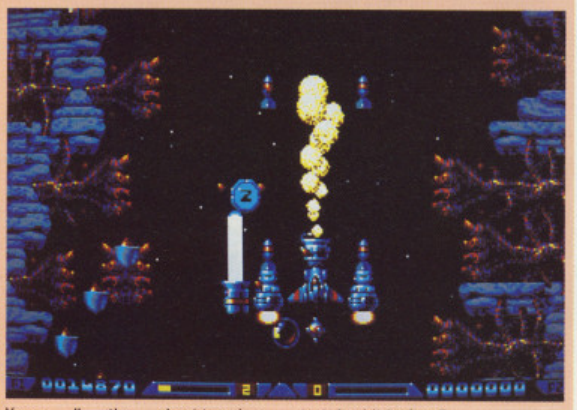
The reason behind the decline in arcade electronic entertainment? Most probably a lack in originality – after all when was the last time you played a new coin-op which wasn't a shoot'em-up, beat'em-up or racing game? Over the past three years, coin-op manufactures have not so much improved upon the gameplay, as the electronic audio-visual trickery that's there to impress you into forking out £1 per game. Of course, there are a few exceptions – but these just help to prove the rule.

So what of the future? Coin-op electronic games will still be there – there will just be fewer of them, and as a consequence they will be of a higher standard and perhaps a little more more original – which is ultimately what we all want, yes?

As for the home micro scene which has followed the coin-op industry very closely – indeed a little too closely – over the past three years, many software publishers are gleefully looking forward to having the chance to produce superior computer games as a result of the coin-op's decline in numbers. In fact, one leading industry figure told ACE: "there will be an emphasis away from coin-op conversions towards RPG and strategy computer games – and our company is perfectly poised for such a change in the games market".

It looks as though gamers will not so much be spoilt for choice, as spoilt for quality and originality – we'll have to wait and see, but in the meantime why not write to ACE and tell us your views: Coin-op confrontation, ACE Letters, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

XENON II MEGABLASTS ONTO PC



Xenon II, the chart-topping Bitmap Brothers blaster is going to make it onto the PC later this month. The 910-Rated Amiga version of *Xenon II* was reviewed in ACE issue 25, and quote: "stretches the Amiga further than any shoot'em-up has ever stretched it before".

PC *Xenon II* should match the quality of the ST and Amiga versions and will probably become *the* PC shoot'em-up. We we can't wait to hear the Bomb the Bass Megablast soundtrack through our PC speaker...

ACE DREAM MAC-HINE

What piece of hardware have ACE editorial been drooling over this month? Is it the Lynx, Konix or PC Engine 2? No, it's the new Apple Mac Portable! But why would a bunch of games freaks be interested in a top powered 16MHz CMOS 68000 portable computer with 1.44Mb Super-Drive, 1Mb RAM, optional 40Mb hard disk, 6502 just to handle power management, and the crispest display to be seen on any portable micro? Easy, the Mac plays the best game of *Tetris* this side of the Nintendo Game Boy. Then there's *Cosmic Osmo* and *Crystal Quest*, and wouldn't it be great to lay out the ACE pages on the way to work, and of course the pose rating of using a Mac on the train goes right off the scale. So what stops us from all going out and getting one today? That's even easier – the whopping gigantic asking price of £3995 to £4495 – that's what! But we can dream can't we?

to a whole host of new features including: full control over the power of shots, headers and chips; player control of the goalie when taking a goal-kick; four more team tactics to choose from; four new playing surfaces – Hard, Wet, Soggy and Artificial; players can select their team from a squad of twenty; and there's a new set of refs to encounter.

Extra Time costs £9.95 for ST and Amiga, obviously requires the original *Kick Off* disk, and should be available later this month. Meanwhile, Anco has also launched another football-sim, *Player Manager* (see page 40 for a brilliant competition to celebrate its launch) and is currently working on *Kick Off 2*, due out sometime next year.

Microprose's Wild Bill out headhunting.

WHO'S IN THE HOUSE?

Mega bucks US software company, Microprose is setting up its own in-house programming team in the UK. The house crew should consist of about 5-6 programmers devoting themselves to ST and Amiga conversions of Stateside Microprose's popular PC products like *F-19 Stealth Fighter*, *F-15 Strike Eagle II* and *M1 Tank Platoon*. In fact, *F-19 Stealth Fighter* should be the first off the conversion line with an Amiga *F-19* due next month and a ST version following in January or February.

What this should mean to you is more ST and Amiga conversions – faster!

But according to a Microprose spokesperson, the reason behind this move into personal proggie possession is simple: Microprose doesn't want its valuable PC source code to go walkies outside the company – and our UK programmers can apparently show the Yanks a thing or two when it comes to programming the ST and Amiga.

As ACE goes to press, Microprose is just on the point of signing up software development house Core Design to produce the follow up to the immensely successful *Rick Dangerous*. Imaginatively titled, *Rick Dangerous 2* this sequel will see our hero in space – up against more puzzles and action. It should be available sometime in the Spring.

BARGAIN 286 PC

Atari has launched a price busting 286 PC for an amazing starting price of £599.99 ex VAT. The Atari ABC 286 is the first in a new range of low cost Atari PC's, and comes with a single 3.5" disk drive, 1Mb RAM, motherboard expansion and 3 other expansion slots. The starting price is for the CPU only, other options include: CPU & EGA mono monitor (£699.99 ex VAT), CPU & 30Mb hard disk (£799.99 ex VAT) and CPU, 30Mb hard disk & EGA mono monitor (£899.99 ex VAT).

The price of higher powered 286 and 386 PC's are starting to tumble, and hopefully other PC manufactures will take Atari's lead in reducing prices further. This could help the predicted rise of the PC as a serious contender in the games machine stakes over

the coming year, as PC games software sales start to seriously compete with those of the ST and Amiga.

CHESS GOES ONLINE

Prestel has introduced a new service catering for online Chess enthusiasts. The ChessBox Club is designed to cater for 'correspondence' chess players, but offers a faster, more reliable and more economic alternative to conventional postal chess.

The ChessBox Club is affiliated to the British Chess Federation (BCF) and The British Postal Chess Federation, and ChessMatch will host an annual tourna-

ment, in close conjunction with the BCF, from January 1990 onwards. Other ChessBox Club services include ChessMate (where members are put in touch with each other) and ChessMoves (a news, reviews, event diary and game results information desk).

Subscription to ChessBox Club is free of charge to Prestel users, for further details contact Dialcom on Freephone 0800 200 700.

GREMLIN ON SKIDZ ROW

Gremlin is counting on skateboarding and BMXing still being "in" this month, with the release of *Skidz*, a BMX and skateboard simulation with just one simple task – you have to become the "hippest and smartest kid in town". *Skidz* is played over 7 levels and 7 days with you riding either a BMX bike or skateboard through city streets, parks, canal ways, beaches and construction sites while encountering the likes of thugs, cats, grannies, tramps and joggers. *Skidz* is out later this month on ST and Amiga for £19.99, with the Amiga version using a full-screen overscan display. *Skidz* is also under development on the Nintendo console, which is scheduled for release sometime next year.

Gremlin should also have *Footballer of the Year II* and *Ultimate Golf* out this month on various formats, though *Ramrod* – the experimental game featured back in ACE issue 1 – has been delayed (again) to sometime in 1990.

GAME BOY HEADS FOR 5 MILLION

Nintendo's Game Boy hand-held console is enjoying phenomenal success in Japan and the States with Nintendo looking set to ship four to five million units next year. So far this year, Nintendo has already shipped 1.1 million Game

Boys, because Japanese and American kids are going "crazy " over playing portable *Super Mario Bros.* and *Tetris*.

SOFT HOUSE

New sound sampling techniques, combined with the falling price of dedicated MIDI music peripherals, is giving a new lease of life to game soundtracks.

Currently, sampled sound tracks on games like Blood Money and Xenon II require considerable amounts of memory, even when compression techniques are used. At the same time, these games are proving that the multi-channel stereo noise is a real turn-on for gamesters and an important part of the playing experience. So what's to be done?

Sierra On-Line have for some time been producing games with MIDI soundtracks that will drive certain Roland and Yamaha modules. These make the normal Xenon-type tracks sound pretty puny by comparison when output through a suitable set-up. You can check out the hardware side in this month's issue on page 123.

Not all of us, however, can afford £200+ for a MIDI sound system. Good news then that Rainbow Arts have developed a new sampling system for including more sampled music in games using less space. The software system first breaks up the sampled track into sections, having scanned it for repetitions and redundancy. It then stores each section as an indexed file. The sound track program simply selects the sections it needs in the order defined by the sound track file.

As a result, claims Teut Weidemann of Rainbow Arts, you'll be able to play Rainbow Arts games with immensely long sampled sound tracks without having to fork out for the extra disks that might otherwise be involved, or buy memory expansions for your machine.

Expect even more radical sound improvements when we move over to CD-ROM, which shares a common data format with the standard CD audio system.

IT'S A S.T.U.N.N.E.R.

Hot on the heels of the coin-op's UK debut last month at the Associated Leisure Preview trade show, Domark has signed up the home micro conversion rights to Atari Games' latest coin-op.

S.T.U.N. Runner is a futuristic ride-type game, placing you in control of a 21st century billion dollar racing vehicle with the power to reach speeds in excess of 900mph. Your machine is equipped with powerful lasers and shockwaves which will stop everything in their tracks. Perhaps the most stunning (ouch!) feature of *S.T.U.N. Runner* is its realistic polygon generated 3D visuals.

Commenting on the acquisition, Domark's joint managing director, Mark Strachan told ACE: "This is a marvellous game and is destined to be a major coin-op licence later next year. Rather than being completely brilliant... it's completely S.T.U.N.N.I.N.G."

S.T.U.N. Runner should be out later next year on all major formats. In the meantime, you'll just have to make do with Domark's *Hard Drivin'* coin-op conversion – widely tipped as this year's front runner for Christmas Number One. Take a look at next month's Screentest to see if we agree...

Atari S.T.U.N.S the coin-op competition

ALL ACTION LOGOTRON

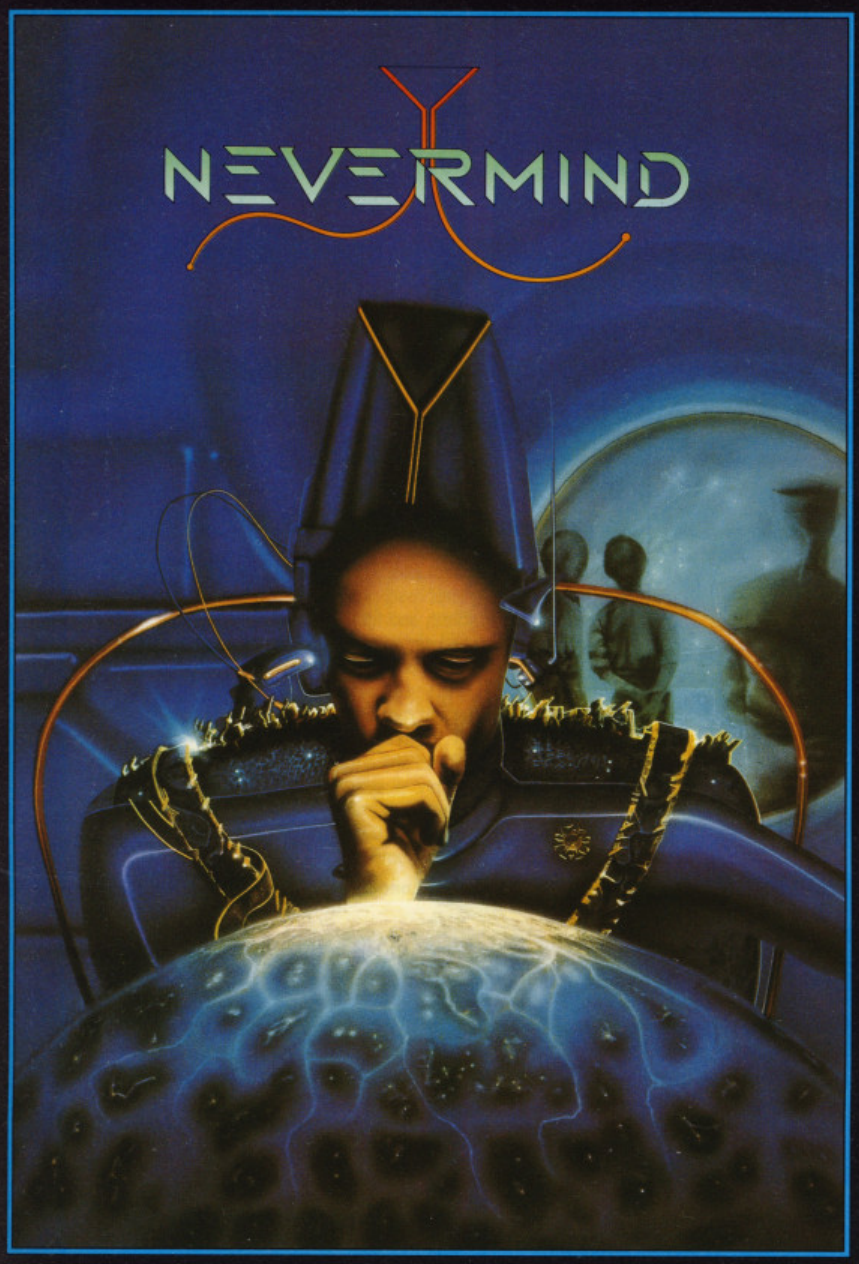
Logotron, the software developer responsible for the excellent *Xor* and *Archipelagos* strategy games, is currently working on a number of "action" titles due for release between now and Spring 1990.

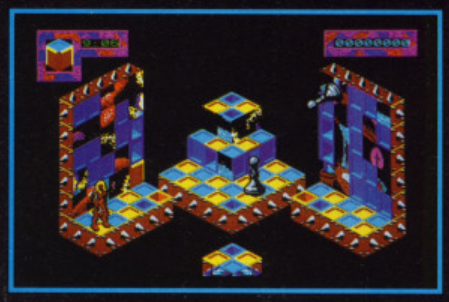
Probably the most exciting release is *Resolution 101* (current working title), which is being programmed by Astral Software, the team behind *Archipelagos*. The game itself is a futuristic vehicle simulation featuring a combination of 3D vector graphics and high-speed sprites used to produce a believable sci-fi cityscape. During play, you'll have to hunt

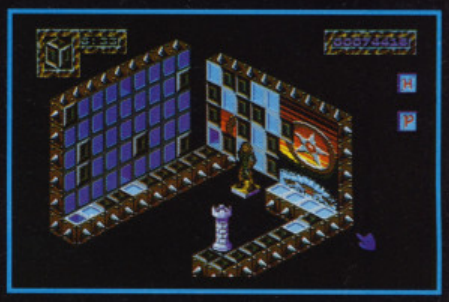
down villains for a bounty – which may sound easy enough, but as you wade through the scum of the city, each thug will getter progressively tougher and smarter. To help your fight against crime you'll be able to upgrade your craft with extra armour and armaments and even vehicle type – the most desirable of which is the all-terrain amphibious craft.

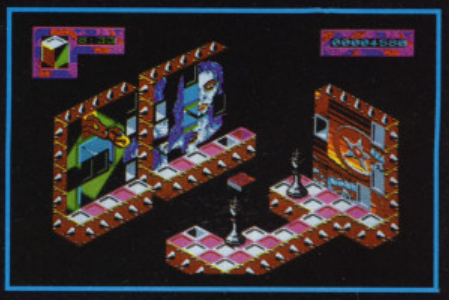
The game is a sort of cross between the John Carpenter film *Escape from New York* and the cult board game *Battle Cars*. ACE saw a running demo a couple of weeks back and it's looking hotter than *Archipelagos* – with better graphics and far more gameplay action. Expect to see it on ST, Amiga and PC during Spring 1990.

Logotron is also planning to release *Archipelagos* on the Mac, "due to the high levels of American demand". No dates or prices though.









IS YOUR LIFE LACKING A CHALLENGE?

NEVER MIND !

THE ANSWER TO ALL YOUR PROBLEMS
(AND THE CAUSE OF SOME NEW ONES)

IS HERE

- ★ **STUNNING 3D ISOMETRIC GRAPHICS**
- ★ **OVER 250 DIFFERENT SCREENS & PUZZLES RANGING FROM THE EASY TO THE MIND BOGGLINGLY DIFFICULT**
- ★ **INTERACTIVE PLAYSCAPE**
- ★ **INTELLIGENT OPPOSITION**
- ★ **CUBIC CHAOS**

Never Mind is a unique combination of arcade action and mind numbing problem solving, and uses a clever blend of computer-generated and hand-crafted puzzles. Is your brain up to the most intriguing challenge of the decade? There's only one way to find out . . .

Screen Shots taken from the Amiga and PC Versions

ATARI ST £19.95 AMIGA £19.95 PC £24.95 051-709 5755

PSYGNOSIS

PSYGNOSIS
GAMES PEOPLE PLAY

ACE LETTERS

A DREAM MACHINE, TROUBLE WITH THE WIFE, AND A 24 MILE LONG COMMS CABLE (OH YEAH??) AND OTHER INSPIRED MISSIVES. DON'T FORGET, THESE CORRESPONDENTS AREN'T YOUR AVERAGE PIMPLY WALLIES, THEY'RE *ACE READERS*...AND THAT MEANS THEY'RE A CUT ABOVE THE NORM. HONESTLY...

THROMBOBO LAMENT

I was wondering if you could solve a mystery for me. What has happened to the Pink Pages section of your magazine now that you have been taken over. Where has N'GAR THROMBOBO suddenly disappeared to? And what has become of the excellent section on Games Design? I appreciate that there must have been quite a lot of confusion caused by the takeover and I hope these features return to the magazine as soon as possible.

While we are on the subject of solving mysteries, could you please tell me whatever happened to an old computer magazine called Home Computing Weekly? I used to get every issue when I owned my Texas T199/4A computer, but it suddenly disappeared after issue 133. This magazine used to have a story called Ron Complex (a fine piece of prose) which was left in the air by the magazine's disappearance, and I still have not recieved my prize for having a letter printed in issue 119. I hope that N'GAR THROMBOBO is not left in mid-air as poor Ron Complex was.

Onto new subjects, and the letter that you received from Serge Diekstra in issue 23. What an intelligent person this dutchman is, but there is one thing that stops me from from doing the same as he, fellow users. I now own an Atari ST, but I am the only person in my area who I know owns one. Serge's suggestion (to form a small collective amongst your friends for buying software. Ed.) is a good one, but I feel it could only work for Commodore 64 and Spectrum owners in this country at the present moment. I suppose that I will just have to wait until the ST becomes more affordable to the general public.

Now, to something which has been eating away at my brain for quite some weeks. When will FERRARI FORMULA ONE be released on the ST? I have driven myself crazy waiting for this superb game to be released. According to magazines it should have been released some months ago, and yet I still have not seen it in any of my local software shops.

Keep up the good work, and I hope you keep up the same standards now that you have been taken over.

Neil Luckman, Birmingham

Thanks for the good wishes, Neil. The ACE move to London has occasioned a lot of administrative difficulty for us (mostly to do with prize-winners, to whom we offer our sincere apologies), but we're now sorting out the problems. One of the reasons why I was so keen (as one of the original editors) to work for the new owners is because I knew they had the financial resources to support the magazine in the long term. You'll be seeing the results of this over the next few issues as we have articles from America, Japan, and Russia – as well as continuing to commission the best writers we can find in the UK. As far as ST owners are concerned, I suspect that there are more out there than you think...

POST HASTE

I recently had to send some of my game disks back to their respective manufacturers after they had crashed and ceased to load. the responses I had were very interesting. I posted all the disks on a Friday morning.

Gremlin Graphics were first to the post (pardon the pun!) on Monday with a nice letter, a new disk, and all sent by 1st class post. Incredible! And what a brilliant example of good PR. I will now always look on GG as a proficient and professional company.

Ocean were second a few days later with a large bag of posters and a new disk. Well done again to Ocean.

Vortex were third – a week after GG, with just the disk and a compliments slip. Acceptable...

Telecomsoft (Microprose, to be exact) came in fourth and fifth place over two weeks later with a letter stating that I personally had damaged the software and would have to pay £5.00 for the replacement service that I required. I reluctantly wrote a cheque and am now waiting for a reply. I only hope that the aforementioned get a grip on themselves for their own benefit and that of the consumer.

P. Biancheri, London.

Frankly, we were amazed at the response by all the people you contacted. Two weeks isn't a bad response time in most consumer areas (don't you watch That's Life? Some people wait years!). In fact, considering the workload Microprose now have with no less than five new labels to support (Microstyle, Microstatus, Rainbird, Silverbird, and Firebird) we reckon two weeks is pretty good. As for the £5.00, it does seem a bit tough. However, you say in your letter that more than one of your game disks has corrupted. Are you sure you don't have a dodgy drive?

CONSOLE WAR

As the hand-held console war hots up between Nintendo's 'bog-standard' Gameboy and Atari's all-singing, all-dancing colour offering, the situation as it stands seems suspiciously familiar. Doesn't this in some way remind you of several previous battle fought in computing history?
How about:

1. Spectrum vs C64
2. ST vs. Amiga
3. Nintendo vs. Sega

There you have three cases of technically superior machines losing out to marketing muscle. Now although none of these compare with something like the killing of Betamax by VHS, they all illustrate the fact that money makes a machine, not specification. Looking at the above examples, it seems that Commodore are a notable victim of marketing mistakes, with Nintendo riding high selling their converted shoe-boxes like hot cakes. Doesn't it make you sick?Now, I'm not slamming the Spectrum of ST (honestly) r the Nintendo (well...) but you've GOT to admit that, on paper, they all lose out – in the marketplace, though, they didn't.

OLD GAMES NEVER DIE

PRIZE LETTER

Here's a desperate plea from an ex-Sptectrum turned Atari ST owner. Is it possible that conversions of such Speccy classics such as The Lords of Midnight trilogy, Skooldaze, Tir-Na-Nog and countless others may eventually surface as conversions on the ST?

It may seem backward to do this, but couldn't either exact or updated versions be released on PD or compilations? Hardly a day goes by without me pining over Dun Darach or The Hobbit. I'm sure the software houses could make plenty of extra dosh from it.

Nick Peers, Powys

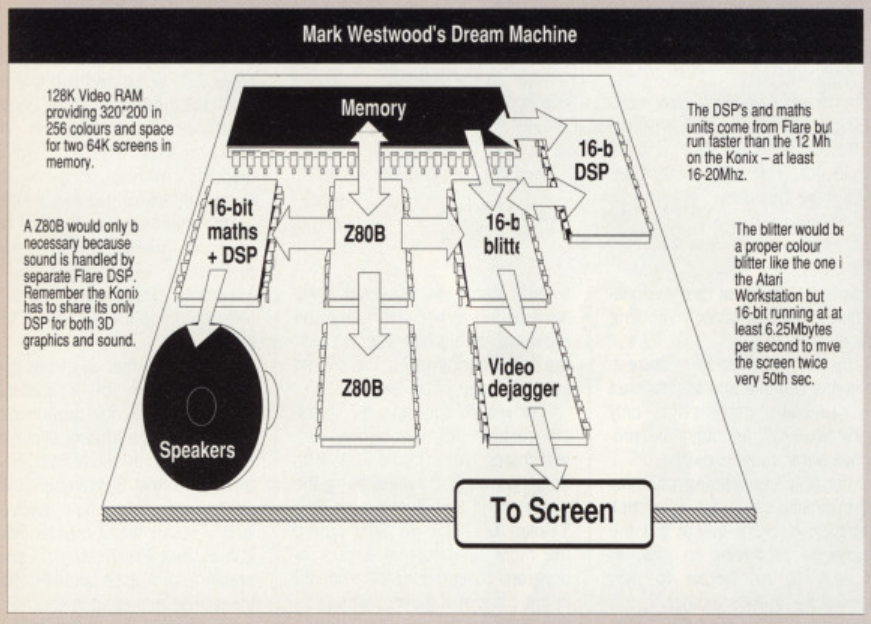
We're with you all the way on this one, Nick. There are some games (not many, but you've certainly pinpointed a couple) who's magic never dies (cue romantic violin sounds). Software houses should really get their act together on this. We checked with Microprose, who now own the rights to the Lords of Midnight trilogy, but they say that programmer Mike Singleton is currently too busy to do the conversions. We'll press ahead with this campaign and keep readers informed as to the results...Personally I'd travel several miles for a good 16-bit PacMan at £9.99.

ACE CHALLENGED

Having studied your ideas and specs for a games machine of the 90's which you hope the industry will produce, I would like to add my comments, ideas, and constructive criticism.

First, your tech spec seems impractical: it's not just the complexity of your machine, it's the cost as well. Your machine has 1Mb of RAM, two 32-bit processors, disk drive etc. A machine like this would be hard pushed to squeeze in at under a grand at current costs – although I do agree about the de-jagger chip to get the maximum out of the PAL TV standard

Here's my tech spec:



Clearly this machine can be realistically built within a short time span – most of the technology is there.

As for price, well, if you compare it with the Multi-System (about £220), it looks more expensive because it has an extra DSP and is more sophisticated. It also runs faster, but chips are usually cheap – it's RAM that costs the money. The Multi-System has more RAM, complex control mechanisms, an 8086 16-bit central processor which is almost redundant on the system anyway, and an 880k drive built in.

My design would be credit card style operated – these can currently hold 2 megabytes. A large card socket would allow for future 4-8Mbyte games. The machine would be priced at between £150-250, and future add-ons would include a yoke-style controller like the Konix and a CD-ROM interface as on the PC Engine.

The casing design would be a sleek box like the MegaDrive – Wyn Holloway of Konix said the MegaDrive is a '...great games machine, but it's just a box.' I would say the MultiSystem is a great games machine but it is a toilet seat!

Mark Westwood, Barnsley

Our intention in issuing the ACE Challenge was not to to start a debate amongst users (who are the only people who's opinion really matters, surely?) about the hardware we're sold to play and program our games on. We certainly seem to be succeeding! However, with regard to Mark's suggestions, we would like to point out that the analogue control mechanism on the Konix is more important for gameplay than he suggests. Perhaps Flare have something to say about this?

Which brings us to Atari, Nintendo, and the impending hand-held war. And this is where it gets interesting. Both Nintendo AND Atari have in the past ended up marketing their products against a technically better machine and beating it (although the Amiga is now catching up) so how will this battle end?

Both these companies are big corporations and this is certainly the first time two giants of such size have had to compete against each other. Looking at the two machines, it is blatantly obvious to anyone that the Atari stands head and shoulders about the Gameboy, so will this be a first? Will justice be done? Will we actually see the better machine win for a change?

Richard Heasman, Buntingford

The machines we buy certainly have more to do with marketing and other factors than with tech specs. However, you've missed one vital element: quality of software. The reason Nintendo triumphed over Sega in Japan (and then elsewhere) was due as much to Super Mario Bros as it was to marketing skills. And the Gameboy has Super Marioland....

However, we agree that the Atari Lynx is by far the more interesting machine technically. Whether the software matches up or not remains to be seen. Check out our hand-helds article coming soon...

C64 IN AMIGA ROLE

Can you tell me if there is any way the C64 can run Amiga games – i.e. upgrading memory, or sending it somewhere to have it made compatible with any 16-bit machines?

Also, as a role-player, I disagree with the term Computer Role-Playing Games. An RPG is a game in which you use your imagination to create your surroundings, and in those surroundings you can do almost anything. Whereas in a CRPG you're enclosed by menus and icons and are limited in what you can do. Unless someone teaches a computer to understand English, it well never be role-playing, it will be a menu-driven graphic adventure. Another thing – in an RPG you have the chance to keep your character and get to know him/her as if they were real. I feel you can't do this in a CRPG.

Matthew Benson, Sanbach

As far as your first question goes, the answer is definitely no. You would need a different (16-bit 68000) processor, a whole host of support chips, and a different keyboard. In other words, you need an Amiga...It is sometimes possible to run games for 8-bit machines on 16-bit ones using software emulation (which makes the more powerful micro 'pretend' to be an 8-bit weakling) but the opportunities are limited and the results usually disappointing.

As for CRPG's, you can store your characters in most of these games and develop them over a long period. In some games (Bards Tale, Wizardry, and some Ultima games) you can even transport the characters into different games from different publishers. CRPG's are developing very fast, so I wouldn't write them off just yet.

11-PLUS QUESTION

In the special twenty-fourth issue of ACE, which is usually a splendid read, the reason given for the pathetically small Adventure and Helpline sections is shortage of space. The completely ordinary twenty-third issue had twenty-four more pages. Discuss.

Phil Armstrong, Gateshead

Ahem. Yes, there were some delays in re-building the adventure section, but I don't think you'll be complaining from now on – five glorious pages in this

month's issue – and more to come every month in future.

Magazines are printed in 'sections' and the size varies during the production cycle, so that you sometimes find a section either increasing in size or decreasing after various articles have been written. This can result in pages being either inserted or removed from sections at short notice prior to printing. Most of the time you wouldn't notice, but then you would be a clever dick, wouldn't you?!

CRASH LANDING

Your 'Learn to Fly' competition in the October issue caught my attention, especially the picture of the aeroplane on the cover.

Being the Editor of a magazine relating to this type of aircraft, I hope that the prize won't be in this North American SNJ-5 (The SNJ was the US Navy version of the famous Harvard trainer) because for £600 you will only have an hour and fifteen minutes flying time!

As to the point of your typesetting and proof-reading, I think the readers should know that it takes a lot of time and work to produce a magazine and however hard you check the print, the odd mistake is always bound to creep in.

One word though, in the Konix article you state: 'Push the controller forward and your craft rises, push the controller towards you and the craft descends...'

I don't know what you are trying to fly, but when I do go flying, pushing the stick forward lowers the nose the plane, and pulling back raises it.

M.J.Pengelly, Cornwall

Ooops! No wonder we kept digging holes at the end of the runway! A classic ACE boo-boo, indeed. As for the typos, we're still taking on more staff and each issue gets better as we get more time, but in the meantime thank you everyone for your patience.

CYNIC

After reading J.J.Boggis' letter concerning the linking of two computers for head-to-head games, I decided to try out a similar scheme with a friend of mine.

Anyhow, I bought the necessary 48 miles of connecting cable, and bound that by winding the cable around 24 miles of telephone wires connecting our houses, we could have a fun – if slightly slow – game of professional dominoes. Unfortunately nothing else worked.

By the way, readers interested in this scheme should note that the necessary cable costs only £795 (ex VAT), although the protective outer cable is extra.

I'm now considering purchasing a similar cable for a joystick extension in order to cut out the annoyance of having to walk all the way to his house to play Gauntlet II – there's a catch in this somewhere, but I can't think what it is.

Richard Head, Heathdon

There's always a cynic somewhere.

SNIPPETS

Why can I only fit 23 copies into two binders?

Dave Brown, BFPO8

It's not that the binders are thin, it's that the mag's are so thick!

I have got every issue of ACE since number one, but what happened to issue Number 25, October 89? I checked the shops every weekend in Bristol but no-one had it. Can you please send me details on how to get a copy?

K.Bartlett, Bristol

I'm afraid a printer's error resulted in a shortfall of copies for this issue, and as a result it sold out. For this issue and others since October '87 you can order back-copies from ACE Back Issues Dept, POB 500, Leicester, LE99 0AA. Each issue will set you back £1.50 (postage included).

DOG HOUSE

Once again, my wife and I are not talking. How does this concern ACE, you may well ask...

Picture the scenario (I dreamt up a ludicrously bizarre game description to protect the guilty):

Having had a pretty naff day in the mundane world of commercial mainframe programming, I return home to unwind over a gentle game on my Amiga and things are going well – Dido the Dodo has blasted, snorkelled, and ballooned his way though various levels of The Mauritius Story and has rescues seven of his extinct but well-preserved comrades from the clutches of Wally, the caretaker of the British Museum.

He is just reaching the end of Level 2-4 to face the giant and deadly hamster-spewing 'super prawn' end-of-level guardian with all three of his lives intact when in walks my wife to ask me how many baked beans I want for my tea. Eight seconds and three lives later and it's all over – the wife gets a volley of verbal abuse, plus several items of assorted hardware hurled at her, and I face the prospect of a silent evening and the same boring levels I've played several dozen times before.

Now I for one have the greatest respect for the pimply programmers who come up with these games in between doing the paper round and studying for their 11-plus but why do they ignore the most fundamental aspect of program design: user friendliness? In the case of a game that means the likelihood (or not) of its driving its player to distraction within ten minutes of it being opened.

Surely it is so easy to include a password system to allow access to the latest uncompleted level (or screen) of a game to allow play to continue (if desired) from that point, rather than forcing the hapless player to endure for the hundredth time having to play rounds that were long since mastered and no longer hold any challenge.

M.J.Crawley, Saltdean

This is being done by more and more programmers, but let's see more of it, eh, lads?

READY AND WAITING

I'd like to have a last word on the subject of games difficulty, which I first broached in my Prize Letter in the September issue. It is not that I am unable to complete games. For instance, I like some Psygnosis games. These are fun because each one has an interesting world to explore, peopled with brilliantly drawn aliens or monsters, and I have completed Brataccus, Barbarian, Obliterator, and Baal without the aid of cheats.

It is just that I dislike games, whether arcade or adventure, which seem boringly difficult for their own sake, and I do not share the sense of macho challenge which excites Jim Laver – although I notice that even he uses the Adventure Helpline, so his principles cannot be as unyielding as he makes out. For me, life and work has enough challenges as it is, without inventing more.

Since it is rarely possible to try games before buying, it is all too easy nowadays to pay out one's £20 or so and find that the only outcome is a lot of boring, repetitive hassle without any sense of interest or fun, such as mapping mazes, pondering for hours on bizarre puzzles, banging away mindlessly on the fire button, or moving sprites around monotonous landscapes, as in Infocom's Battletech, which I recently made the mistake of buying.

I disagree that all games must take the form of a challenge thrown down by the programmer, and I prefer the idea of exploratory hypergames mentioned in an article on the September issue. Jim Laver is right. I have given up, in the sense that I buy far fewer games than I might buy if I could obtain more entertainment from them. The money is waiting in my pocket if only the games industry would provide what I want.

Alan Hughes, Milton Keynes

CONSOLE CRITIQUE

I hear so much about the so-called 'console revolution' that is supposed to have occurred, yet still the computer is by far the more popular instrument. My personal view of the console is that for most people it is a waste of money.

What can be done by a console that cannot be done by a computer? Sound and graphics standards are easily matched by 16-bit games. And if you cannot afford a 16-bit machine just by an 8-bit one! The Commodore 64 is relatively cheap at around £150, and has a vastly superior range of software at much cheaper prices than any console, and, due to the 'closed shop' approach used by console manufacturers, this is likely to remain so.

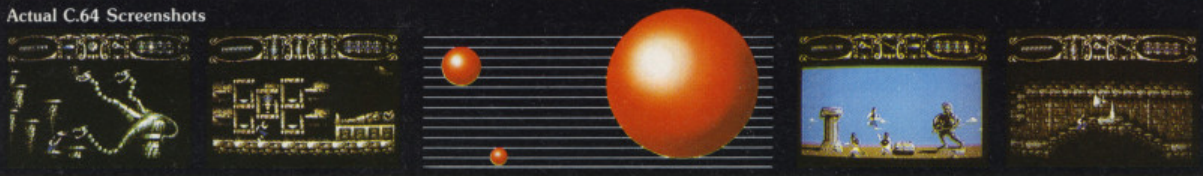
Ian A. Inman, Stanley

Well, there's an idea – and one that Commodore would be delighted to support! However, I think you're underestimating the power of some of today's consoles.

MTM

HISTORY IN THE MAKING

Actual C.64 Screenshots



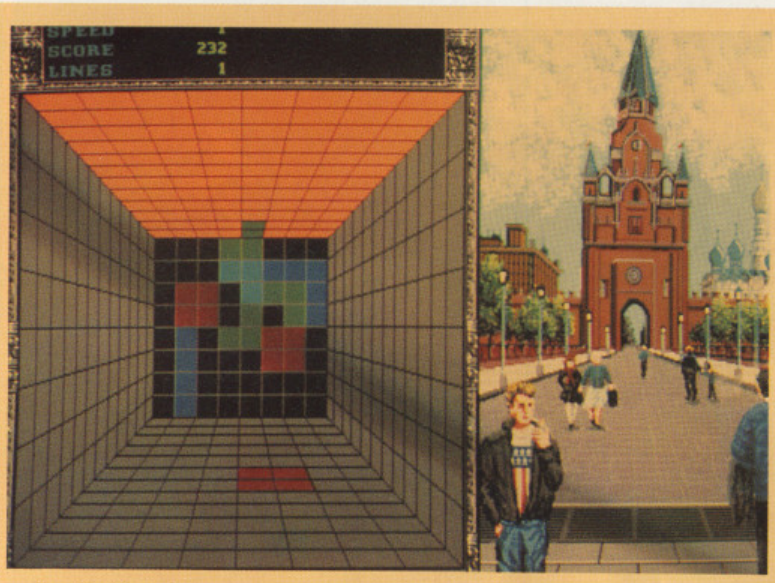
S Y S T E M · 3

SYSTEM 3 SOFTWARE, BLENHEIM HOUSE, 1 ASH HILL DRIVE, PINNER, MIDDLESEX HA5 2AG
Telephone: 01 866 5692 FAX: 01 866 8584

AVAILABLE ON SPECTRUM AMSTRAD CPC C.64 AMIGA ATARI ST

BEYOND TETRIS

OLD GROPER TAKES A CHEAP DAY RETURN TO SAN FRANCISCO AND COMES BACK WITH A HANDFUL OF GOODIES.



It's a bit difficult for us, here in the UK, to understand what a phenomena *Tetris* has become in the rest of the world. The game that was first published here was successful here, sure, but despite receiving astonishing critical acclaim, didn't seem to get to the punters in quite the same way. But it sure as hell did everywhere else.

Sitting on the tube in Chicago I tell a guy I'm into computer games - he asks me if I've ever played this great game all the people are playing in his office. It's called *Tetris*.

Walking into a store, there's the Nintendo Gameboy on sale - being swooped upon by eager consumers. It's got Tetris bundled with it.

At the recent arcade show, I'm told that the arcade version of *Tetris* as sold about 24,000 units. At, say, $600-800 a time, that's a lot of bazooma, John.

But surely such phenomenal success has to be a one-off, the cynics say to anyone that will listen. I feel I have to tell the assembled company, I think not. The Russian guy that came up with the original has just done it again, with a game called *Welltris*.

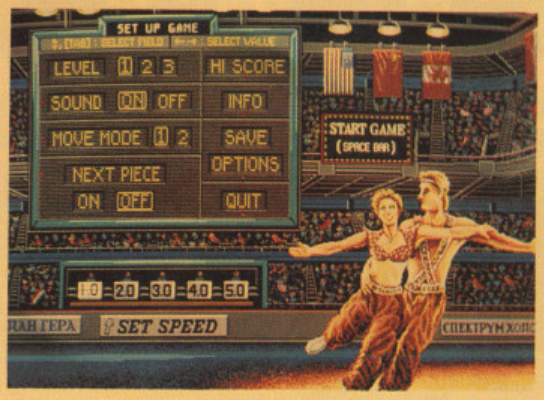
Why? 'Cause it's *Tetris*, but played as if you're looking down a well (see screenshot). Shapes can be moved around all four sides of the well as they fall down, (unless a particular face is "locked") and you can still rotate shapes along the axes of the plane of the wall.

When the shapes hit the bottom of the well, they keep moving towards the centre of the screen and the idea of the game is still to make unbroken lines across the bottom of the well, which then disappear, etc, etc.

You loose when all four sides of the well are locked - which happen when a bit of a shape cannot fall down completely into the bottom section of the well.

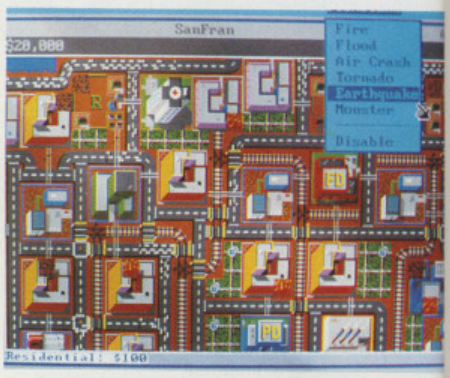
Simple enough, but is it any good. Blimey chief, so it is. Admittedly I was supremely wonderful at the original game, but I had to be dragged away from the test machine at Spectrum Holobyte, kicking and screaming for another - just one more - go.

Contemplating life separate from the fur-lined corporate straight-jacket of Maxwell Communications, there is no doubt that Welltris is going to do the future prospects of the company (still headed up by Phil "Third baseman" Adam and Gillman "I talk in Op-code" Louie) absolutely no harm whatsoever. And maybe Pasytov - the guy that keeps coming up with the ideas - might just get a Peristroka bonus in the wage packet next month. But I wonder who'll be picking up the European rights, so you and me can start playing over here?



PCS FOR PLEASURE

In case you didn't know it, the IBM PC is probably the best domestic computer for playing games. Ah, before the knives start coming out, maybe I should qualify that - a VGA 386 system is the best domestic computer for playing com-



With cities like this to simulate, why doesn't everyone own 386 PC's?

puter games. Fast as you like, 256 colours, give me a 24 Meg 386 every day of the week, particularly with a Roland sound board plugged in the back. Give me the £3500 to buy the mother with as well please.

But there's no doubt that the PC is now, at last, being taken seriously on both sides of the Atlantic as a game machine. In the USA, of course, it accounts for over half of the non-Nintendo entertainment software sales, whereas the ST hardly gets a look in, with the Amiga coming well down the scale. However, it looks as if PC gamesters are coming out of the closet in the UK too - with some jolly good stuff to look forward to as well.

First and foremost, the latest craze in the States - *Sim City*. Already given rave, rave reviews in the European press, almost before

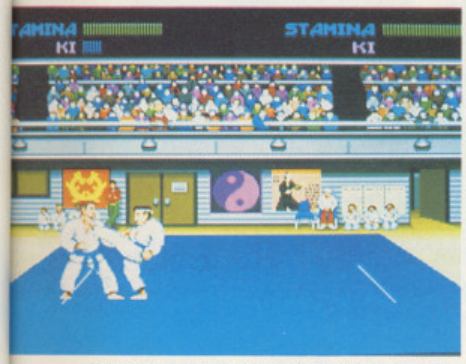
Choose from 8 scenarios in PC *Sim City* - but perhaps the San Francisco earthquake option is no longer in the best of taste.

Inforgramme (the European licensees) had heard about it itself, *Sim City* is very much a phenomena over there, with national coverage - making Maxis Software's Jeff Braun a very happy man indeed.

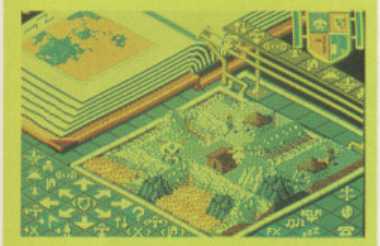
Like *Tetris* before it, *Sim City* was turned down by many a software house, with author Will Wright leaving his job at Broderbund to finish the game, before he found it a home at Maxis. Now it's received the ultimate expression of wonderfulness - with the Nintendo Corp buying the rights to publish it on the Nintendo themselves. Details of the amount of dosh changing hands on the deal are, of course, confidential - but I bet it's more than you or me could usefully eat in a month. And to think it was once turned down because of being - in the opinion of one suit - "un-Nintendoable". Funny old world, isn't it?

Another PC must is going to be PC *Dungeon Master* - in the final stages of testing now. Looking exactly like, if not better than, the originals, FTL can expect to be highly praised for the program by a whole new community of users. They'll probably make it on News at Ten, too - for causing more damage to the data and productivity of PC users than the "Friday the 13th" virus.

After all these share price scares, the average PC owning yuppie will be wanting to get rid of some of that pent-up aggression, and EA's Budokan will probably satisfy. A martial arts bask with a bit more authenticity than usual, you can have a go at Karate, Kendo, Bo or Nunchuku, then gut beaten up by guys that have trained in other disciplines, like Ninjitsu.



Just a quick glimpse of *Budokan* on PC VGA - coming soon from Electronic Arts.



PC owners can now get all religious, mystical and altogether other-worldly - no we're not talking about going the way of the Maharishi, but putting *Populous* up on the company PC. Just as completely wonderful on this format as on any other, the only question mark is over whether the lack of mouse changes the gameplay.

LEVEL 9 GET HUGE

The adventure stalwarts at Level 9 caused something of a minor stir at the recent PC Show - by announcing that Scapeghost, the latest release from that company, was going to be their last. Their last adventure, that is. No, from now on, Level 9 will be producing games under a new game authoring system, called H.U.G.E. Cringe warning - it stands for wHoly Universal Games Engine. Oooerrr.

Level 9 - abandoning adventures but still typical English eccentrics...

Tracking the Austins down to their new Southampton hideout proved worthwhile, as they revealed some of the power of the system that's taken anything from 7 to 10 person years of programming to produce - depending on which of them you speak to and how much they've had to drink at the time. But I'll tell you this, it's impressive.

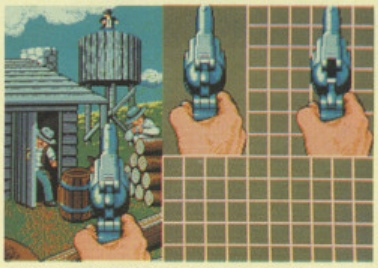
The Austins have turned the problem of writing for multiple formats on it's head. Instead of writing separately for each machine, they've developed a language for writing games, any games, in a high level format, with separate compilers for each machine type.

This means they can do neat party tricks, like making a change to an animation sequence on the ST - taking the changed data and compiling this straight

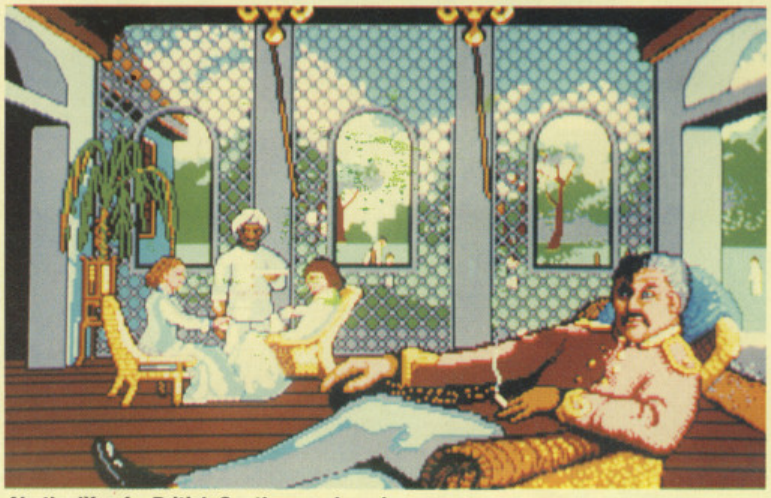
away and running it on, say, an IBM or Amiga - with the alteration working on the other machines instantly. This is the developers' equivalent of the Philosophers' Stone.

To make things even more interesting, the system seems to out perform most of the usual ways of programming games to boot, in terms of the amount and speed of animation - and if extra, super speed is needed, code segments can be nested into the framework without problems, they say.

With plans for original games (see screen shots), conversions and tie-ins on the cards, it's not surprising that big firms like Cinemaware are taking a strong interest in H.U.G.E. and Level 9. Watch that, presumably HUGE, space.



The graphics in the HUGE games are a lot better than L9's previous efforts.



Ah, the life of a British Gentleman abroad...

Pretty As A Picture, Mean As The Devil.

THEY

Weird things happen... The slime is on the rise. The Titanic has arrived. And after 300 years, Vigo the Carpathian won't stay dead.

Who you gonna call?

Get your bustin' business back on its feet. Hit the streets in your Ectomobile. Go underground to discover a river of slime...and rise above it all with the Statue of Liberty. All to turn evil to good and defeat Vigo at the Museum of Art.

Action, adventure, strategy challenges – and great laughs. Ghostbusters II.

ATARI ST SCREEN SHOWN

GHOSTBUSTERS™ II

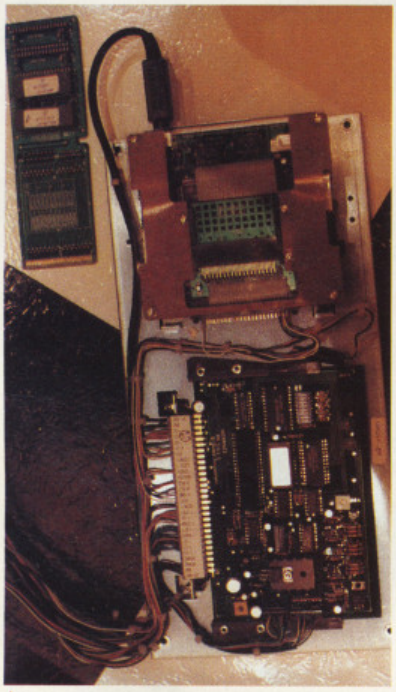
© 1989 Columbia Pictures Industries Inc. All Rights Reserved.

YRE BACK!

COIN-OP ENGINE

JOHN COOK DISCOVERS A PC ENGINE IN THE ARCADES

In a move that mildly gobsmacked a mildly depressed trade attending the recent AMOA Show in Las Vegas, a US firm, United Amusements, announced a shock tie-up with NEC, the makers of the PC Engine games console.



PC Engine PCB

S.T.U.N. Runner

Renamed the Turbo Grafx-16 Stateside (trebles all round in the NEC marketing Dept for that one), it will now turn up where we all expected it least, in the arcades!

Why unexpected? Well simply, the US arcade operators view the advance of the domestic game consoles with the same relish the Polish cavalry viewed the average Blitzkrieg. Standing firm, but keeping the dry cleaners in brisk business, the operators are blaming their lowered incomes of the mega success of the Nintendo system (over 20 million units in the US now) – and the thought of a higher specced system coming through is not making them happy. Or wasn't until now.

X-Multiply

What United have done is make a version of the PC Engine on a PCB that is compatible with JAMMA cabinets. The difference is that to change the game running on the system, what you do it just change the special ROM cartridge with the game data on it (and no, it's not directly compatible with the home console!) and there you have it – a new game.

And the price? After you've invested in the kit, a new game will cost the operator anything from $50 to $200. Compare that to $800 for a new PCB.

Cheap – and that is what the operators are getting so excited about. NEC are pretty hoopy about it as well. The system blows the Nintendo Playchoice 10 system out of the water – which won't do them any harm in the uphill struggle to defeat the Big N in the home market – and also gives NEC a great showcase for displaying new PC Engine software. They intend placing enhanced versions of the new games on the arcade version (enhanced because you can have up to 4 Meg of data on the arcade cards) – with adverts saying, "coming to your PC Engine soon!!!"

Having playtested a few games on show in Las Vegas, I can personally vouch that *Gunhead* played on a 26" monitor with an industrial strength joystick is even more fun than playing it on the home unit.

The trade loves it, the public will love it – expect to see a lot of this in the near future.

THIS MONTH'S GAMES – LIVE FROM LAS VEGAS

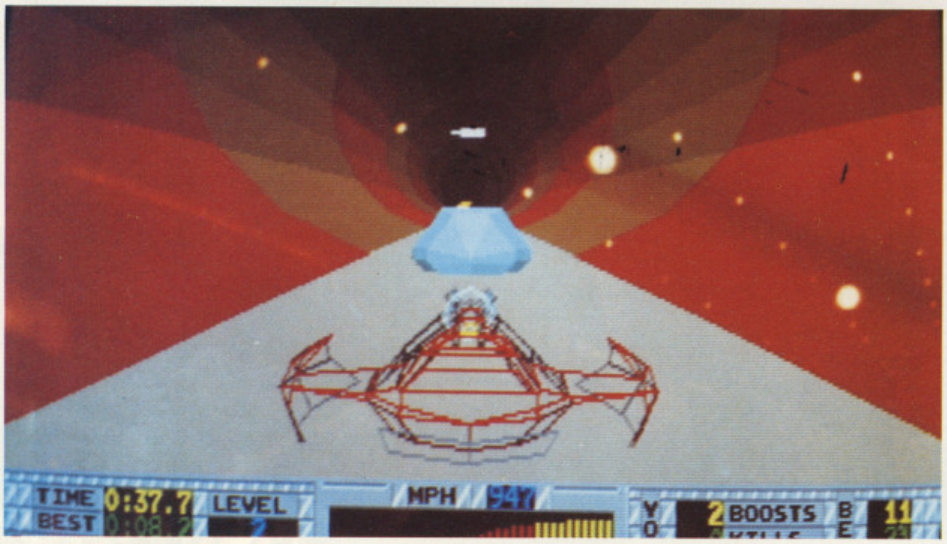
1989 AMOA – the big show of the year for the arcade industry – was this year slightly of colourf, as it has been repositioned two weeks before the main Japanese trade show....so naturally many of the Japanese firms were holding a little bit back for then.

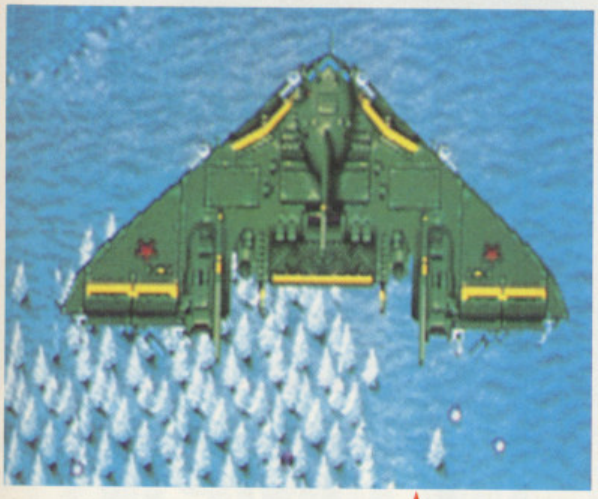
But with an estimated $3.1 Billion slipping into the American video coin-slots plus another $2.37 Billion being spent by pinball junkies, the show was still well attended and very much a global event.

Sega had its new communication unit that goes between *Super Monaco Grand Prix* units. Yes funsters, multi-player *SMGP*. We must have done something very good in a past life to deserve this treat – it's now simply the best multi-player driving game in the galaxy. Hopefully we'll see that making its way over here very, very soon.

As well as showing a new PCB game *ESWAT*, Sega also had a great new golf game for its System 24 cabinet – *Super Masters*. Another best for Sega – another winner.

Atari Games lead with a new filled poly game – *S.T.U.N. Runner*. Heavy on the fab 3D, light on the gameplay – or so the first impression seemed. Namco had another link-up game based on racing quad





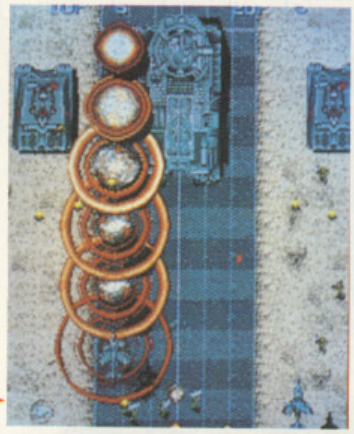
Task Force Harrier

bikes which was fun, but not up to the standard of *Final Lap*. Expect another poly game from them soon, however.

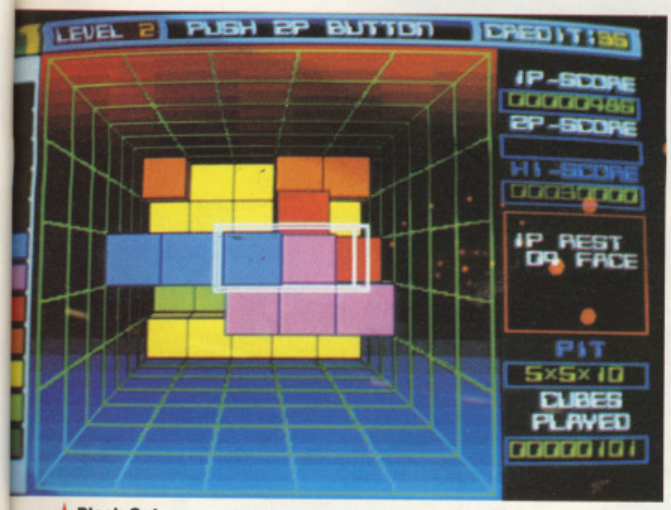
Disappointment of the show – Capcom wasting the genius of its new hardware on garbage concepts like *UN Squadron*. Huge sprites, loadsa colours, hardly worth going beyond the attract screen as the banality of this horizontal scroller unfolds. Surely better is on the way?

Racing games are in – and Jaleco has invested a lot of money in *Big Run*, a rally game based on the Paris to Dakar rally. Fun, if a little uninspired.

Data East might have a winner on its hands with *Midnight Resistance*. A good jumpy-jumpy come shooter,



Task Force Harrier



Block Out

it's doing very well on test in the UK and well worth a try.

Best Pinball of the show has to be Data East's *ABC Monday Night Football*. Licensing the American Football equivalent of Match of the Day – the table is a dream to play and breaks a spell of mediocre releases from that section of the Data East mega-corp.

Best PCB of the Show – *Task Force Harrier* – another one for the autofire head bangers from the makers of *Omega Force*. Or was it *X-Multipy* from Irem?

Lastly – most unexpected success of the show was had by American Technos with a true 3-D Tetris variant, *Block Out*. Rotating shapes in the x, y and z axes makes me wish I'd paid more attention in Crystallography. Brain hurts Mum. See you next month with news from the big UK autumn show, the Associated Leisure Preview.

SPREAD THAT JAMMA

More Coin-op jargon explained – this month we're talking about serious hardware

Look into the classified pages of any arcade trade magazine and you'll see pages and pages of new and second-hand PCB's for sale. PCB's? What the hell are they?

Well, PCB stands for Printed Circuit Board, so you might guess that we are talking about serious electronics here – and you'd be dead right.

In the home sector, games software comes on floppy disc and you load the data on the disc into the RAM of a standard hardware unit in order to play. In the arcade business you buy the computer and software hardwired onto a single circuit board that you slot into a standard Cabinet. It's this board that is referred to as the PCB. But what's a Cabinet, I hear you cry?

Simply, it"s a shell unit consisting of everything that you need to run a coin-op, apart from the PCB – the box itself, joysticks, fire buttons, monitor and loudspeaker.

The idea is that an operator will buy cabinet separately from the boards, the PCB's – and simply change that board when he/she decides a game is not bringing in enough money – the cabinet remains.

The particularly perceptive reader will realise that for boards and cabinets to be interchangeable with each other, a certain amount of standardisation will have had to take place as far as input/output protocol from board to cabinet goes – and so it has. In a surprising bit of sanity, in the early days of the industry, such a standard was agreed on by the manufacturers and it's referred to as JAMMA compatibility, named after the Japanese trade association that thought it up.

So long as your PCB is JAMMA compatible, you can plug it into any JAMMA compatible cabinet (they all are) and boogie on down straight away.

Now, ever heard of a coin-op being referred to as Dedicated? What can this mean? Are the electrons whizzing around the circuits of such a game particularly dedicated to the cause of coin-ops? The sort that wouldn't be seen charged up anywhere near a washing machine, for example. Or do you have to be a particularly hardened arcade head banger to tackle such a Dedicated game?

Nope – all it means is that the unit in question has a control system on the cabinet and/or other features on the PCB that make it non-JAMMA compatible – so you couldn't take a normal PCB and plug it into that system.

For example, take *Operation Wolf*. The control system here is a gun – not the usual joystick and two fire buttons. You wouldn't be able to plug say, *Strider*, into this one – it wouldn't work. Likewise most of the games that throw you around – driving games and so on; these are all dedicated units.

In the trade these are recognised as usually being superior games, but are viewed as high risk ventures, as they cost more (you have to effectively buy the specialised cabinet along with the PCB hardware) and you can't change over boards to make it into another game. Most arcades will have one or two dedicated at the front of the shop as showpieces to draw the punters into the place, however.

Occasionally, if a particular Dedicated has been very popular – *Gauntlet* for instance – someone will release a conversion kit for it. This, as you might expect, is a piece of hardware that replaces the original PCB, but utilises the non-standard control system of the original specialised cabinet.

FROM
£9·99
THRILL
COMPUTERA
CASSETTES
DISKS
GOLD 1 SPEC 9.99 COMM 9.99 AMS 9.99 COMM 14.99 — — —
GOLD 2 SPEC 9.99 COMM 9.99 AMS 9.99 COMM 14.99 — — —
PLAT 1 SPEC 12.99 COMM 12.99 AMS 12.99 COMM 14.99 AMS 19.99 — —
PLAT 2 — — — — — AMIGA 24.99 ST 24.99
elite
GO
Colti
PLAT
Collec
THRILL TIME
elite
See enclosed Instruction Leaflet for all copyright notices.
THRILL TIME
Amstrad
SPECIAL LEISURE WEAR OFFER
SEE PACK FOR DETAILS
elite

LL TIME

GOLD 2

PLATINUM 1

PLATINUM 2

ERGAMES FROM

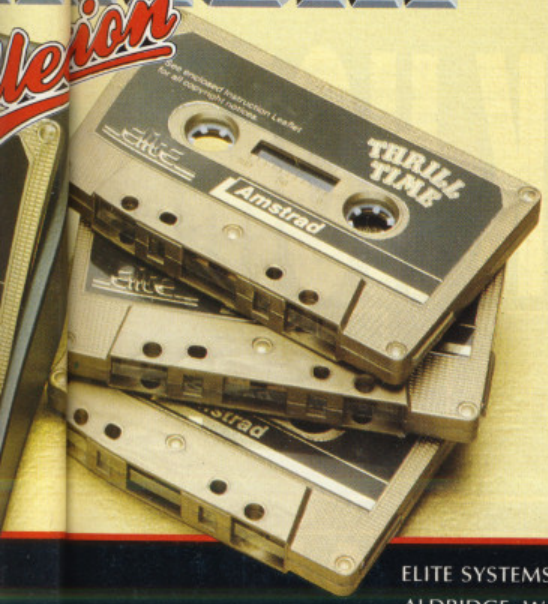
elte

OLD

ollction

TNUM

leion



Q: WHERE CAN YOU FIND:

28 first class, specially selected titles, including 6, state-of-the-art coin-op conversions, THE world's greatest boxing simulation, 4 hit film and television inspired games, the computer version of the most played board game, the longest running chart entry to date, 8 Gallup chart number one's and, just for good measure, 2 of the very best driving simulations ever released??

A: IN THE "THRILLTIME" COLLECTION OF COURSE!!

Probably the most attractive buy this year, the "THRILLTIME" collections are lavishly packaged in unique collector boxes and mastered onto premium quality Gold and Platinum cassettes. Each title is recorded on to its own, individual cassette/disk side (for maximum reliability and longevity) and is fully documented in the detailed instruction booklet enclosed in each package. And, if this was not enough, every "THRILLTIME" collection contains a special leisurewear offer (see opposite for details).

ELITE SYSTEMS LTD., ANCHOR HOUSE, ANCHOR ROAD,
ALDRIDGE, WALSALL, WEST MIDLANDS, ENGLAND WS9 8PW.

CONSUMER HOTLINE: (0922) 743408

WE'RE FIT, WE'RE ALIVE, BUT...

LOST PATROL

WE'RE NOT BACK HOME

AMIGA

ocean

ATARI ST

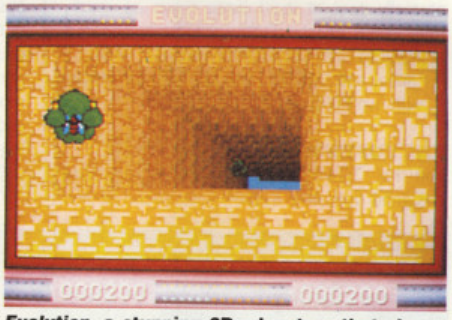
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650

GOING TO TOWN...

Fujitsu's 32-bit FM Towns is setting Japan alight with its combination of raw processing power and CD-ROM drive. ACE brings you the specs, the software story, and a prayer that someone will bring you the machine...!

More than half a year has passed since Fujitsu's brand new computer, the FM TOWNS, made its début in Japan. It was first unveiled at a computer show in Tokyo in January where it caused a sensation amongst trade and pubic alike. It wasn't just the 32-bit performance or the hi-res graphics and sound that got people talking either – what really raised the adrenalin levels was the built-in CD-ROM, supplied as standard with the machine.

Although Fujitsu isn't that well-known in Britain, they've in fact been very active in the Japanese home market for some time, so the FM Towns didn't come as complete surprise. The company have a reputation for bringing out interesting micros ranging from the highly regarded (in Japan) FM-7 to the more recent FM-77 AV – a very colourful little beast with high graphic and sound specifications. The FM Towns is therefore part of a continuing series of hardware releases and not just a one-off.



***Evolution*, a stunning 3D adventure that shows off the Town's powerful graphics processor and colour handling capabilities.**

MEGA-DISK

The CD-ROM that comes with the machine has some obvious advantages, but there are some less obvious ones as well. To start with, you get the vast capacity of an optical disk (up to 540Mb in the case of the Towns unit). This means that very few games require more than one disk (astonishingly, there are some that do!) so despite the higher cost of individual CDR disks, software can sometimes work out cheaper. Furthermore, the disks are far more reliable and, being ROM, you cannot, of course, delete any files by mistake or write over them. Finally, the disks are almost indestructible in normal use, so you don't have to pussy foot around the bedroom any more trying to to trample on your carefully scattered diskettes. In fact, having a CD-ROM is a bit like having a vast capacity cartridge system, except its cheaper (cartridges carrying 1Mbyte are under development but currently cost hundreds of pounds).

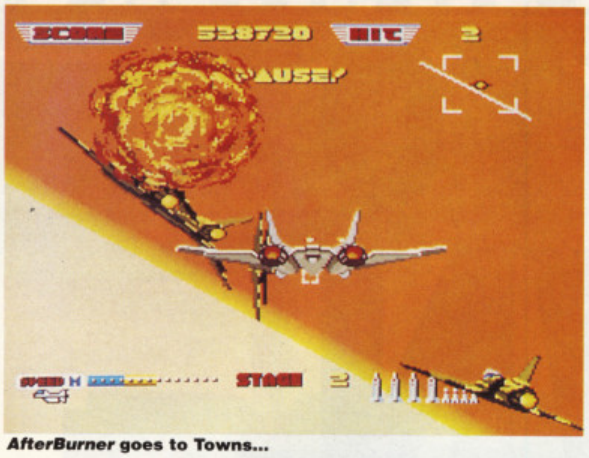
POWER ON TAP

The Towns boasts a 32-bit 80386 CPU. This makes it as fast as the latest PC-compatible 386 machines (and a lot faster than some of them). It makes the current ST and Amiga performance look pretty sick in operation and games like *AfterBurner*, which on the Towns uses a hefty wadge of colour and sound, really show the results. The other advatnage of the 386 is that it can directly address (i.e. refer to) more memory than a 16-bit chip, though in practise most games do not load that much data into memory anyway (assuming you've got the memory installed – the FMT comes with 1Mbyte on the entry level machine, 2Mbyte on the more expensive model – see the Specs box on page 29).

However 'power' isn't all about chips and disk capacity. What really makes the Towns attractive is the way everything works together – when you get CD-ROM AND 32-bit technology hand in hand you get some stunning displays and sounds. This is particularly true of the latter as the CDR disk storage medium is really the only way to provide the memory needed for high-quality (16-bit) sound samples. You can pack *Tetris*, a stunning series of digitised backgrounds, and fully digitised stereo sound of CD-quality onto the CDR – something you simply couldn't do on a conventional system.

The graphics chip in the Towns is no weakling either. It offers very effective sprite and scroll functions – essential for making certain game categories (particularly shoot-em-ups) really impressive.

AN INSPIRING TALE...
of international co-operation between ACE and Japan's Number One games magazine, LogIn, brought you this report. Here at ACE we'd like to say a big thanks to LogIn, and especially to Akihiko Yabu and Masato Niizike for all their help. We hope to bring you *more joint reports like this in future*, giving you the low-down on the exciting Japanese market. Meanwhile, all our best wishes to the LogIn team...and a large bottle of the best Scotch!



***AfterBurner* goes to Towns...**

PERIPHERALS

The Towns is very much a WIMP (Windows, Icons, Mice, Pointers) machine. In fact, the operating system designed by Fujitsu takes the machine so far in this direction that a keyboard is not standard equipment. Almost all the software, including the OS, is mouse-driven and requires nothing more than menu selection and clicking to operate. Keyboards are only necessary for word processing and other text intensive operations. The main advantage of this for gamesters is that it reduces the cost of the basic package – it also underlines the fact that Fujitsu regard the machine primarily as an entertainment micro. If only Commodore and Atari had taken this attitude from day one!

***Afterburner* again. Just look at those colours.**

There are two types of CRT monitor available from Fujitsu, one costing 89,800 yen (£399) and the other 138,000 yen (£610) depending on resolution. However, the Towns has proved so popular in Japan that there are already many third parties producing monitors, memory and other widgets to go with the machine. You will soon be able to lash out on an 80387 co-processor (great for speeding up the old 3D routines), a 1Mb expansion memory, a video card, a modem card, and a SCSI card (for communicating with other standard peripherals) to name only a few. At the moment however, most of these peripherals are still under development as the machine has not been widely available for long enough.

One slightly odd peripheral, you might think, is System Sacom's 45 Mb HD drive and 5.25 FD drive. Why, after all, should you need a hard disk or floppy when you've got that whopping great CD-ROM? Apart from storage, the main reason for games players is that the CD-ROM has one major disadvantage – it offers relatively slow access speed to data on the disc compared to HD or FD. For business users, this can be critical when working with applications that constantly access a lot of data. It's also bad news for some games that require frequent disk access.

PARLEZ VOUS KANJI?

Any Japanese company has a big handicap compared with those in English-speaking countries. In Japan, a machine has, naturally enough, got to cope with the Japanese language, the most complex written system in the world with more than 5,000 characters. This naturally results in a need for larger RAM and storage devices. In this sense, the FM Towns has got an edge over its rivals, having plenty of memory and a large ROM which includes a Japanese dictionary in it. This is certainly contributing to the popularity of the machine in Japan, – the Macintosh, for example, though highly respected, was rarely purchased by Japanese until recently when the Japanese script system was implemented. It is now one of the most popular machines in the country.

Finally, the price of the Towns makes it a clear winner with the Japanese. Although expensive by UK standards at over £1500, it competes in the market with machines that would normally cost at least three times as much. After some debate, Fujitsu eventually priced it at 338,000 yen (£1500) for model-1, with one FD drive, and 398,000 yen (£1770) for model-2, with two FD drives.

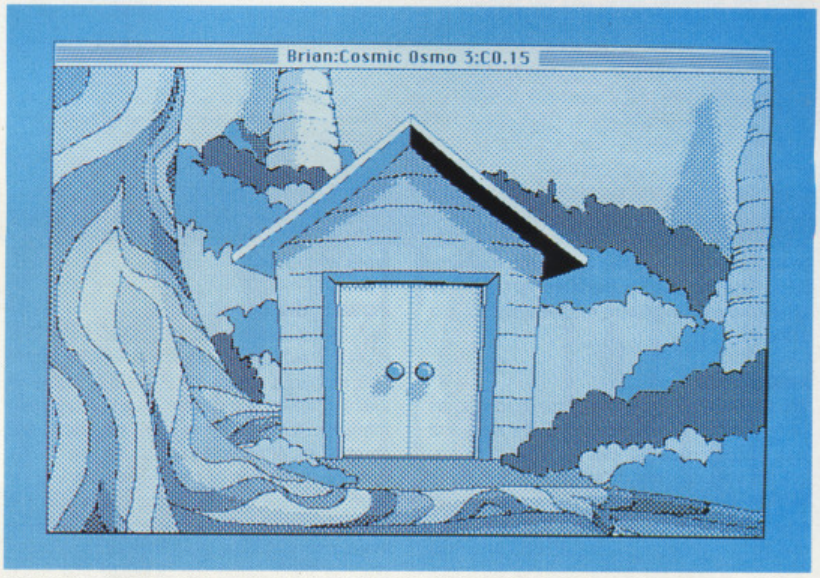
THE SOFTWARE

The FM TOWNS comes with a very well designed operating system. As stated above, you can do everything simply by selecting from a pull-down menu and double-clicking the command you want. You are totally free from complex commands like DIR or FILES. But what about the games...and are we going to see it over here in the UK?

Original software is currently being released both in Japan and the States for the machine while many other successful titles on other formats are being converted. In the States, the FM Towns Support Centre, fully supported by Fujitsu, was established in May and works to improve co-operation with software developers. This is particularly important since in order to develop a software under new technology, such as CD-ROM, programmers have to share their knowledge as much as possible.

NewZealand Story.

Information gathered by the Support Centre will be available via CompuServe for developers who support the Centre in return. This open access means that it is by no means impractical for British software houses to support the machine should they wish to. At the moment, however, although both Mirrorsoft and Acorn (who have a machine) appear to be interested, it is unlikely that anyone will bring out games unless we see the Towns sold over here.



Readers who checked out our Hypergames feature on *Cosmic Osmo* in a recent edition of ACE will know that this new game-style could prove very popular in future. Hypergames use a vast number of linked graphic scenes together with animation sequences to offer the player a whole visual environment to explore at will. This sort of game is an excellent candidate for CD-ROM technology, so it's significant that the the only official programming language currently available for the Towns is 'Towns Gear'. This is a HyperCard-like programming environment that could be used to create *Osmo* or *Manhole*-type games using the CD-ROM. *Manhole* is already on CD-ROM for the Mac, so a Towns version could follow soon...

FM POWER...

Microprocessor:	80386 (32bit)
RAM:	model-1: 1Mbytes model-2: 2Mbytes
VRAM:	512K
Sprite RAM:	128K
Internal drives:	model-1: CD-ROM (540Mbytes x 1) model-2: CD-ROM (540Mbytes x 1) FD (1.2Mbytes x 2)
Graphic mode (dots):	640 x 480: 256 out of 16,770,000 colours 640 x 480: 16 out of 4,096 colours / 2 screens 320 x 240: 32,768 colours / 2 screens 640 x 400: 16 out of 4,096 colours/ 2 screens
Sound:	PCM sounds: stereo 8-channel FM sounds: stereo 6-channel sampling: 8 bit, 19.2 Hz CD-ROM works as an ordinary CD player
Size:	328mm x 150mm x 400mm
Weight:	11 kg
Optional devices:	Key board 80387 processor expansion memory video card modem card SCSI card 14" display

The only good news here is that a successful American launch (which seems likely because of Fujitsu's commitment) means we should be able to see slightly cheaper grey imports and then, if the machine really catches on, an authorised version. The situation is slightly improved since the technology used in the Towns is, at the moment, pretty future-proof so it's not a case of 'If it's not out this year, it'll be too late..' Unfortunately, Fujitsu are adamant at present that the machine is for the domestic Japanese market only, but grey imports should be available as soon as production steps up.

Meanwhile, converted games include *After Burner*, *New Zealand Story* and several other popular conversions. If you want a whopper, you could try 'Last Armageddon' which comprises no less than 3 CD-ROMs. Each disc is as much as 540 Mb so that makes 1.5 Gb altogether in an RPG *Ultima*-style romp.

At the moment, the FM Towns seems to be almost entirely game oriented. 90% of software is games only, 10% comprises paint/draw/music/communication tools. Though there are no business applications available, Fujitsu should soon change all that with an MS-DOS emulator that currently enables more than 30 business applications to run on the FM TOWNS. It includes the most popular Japanese word processor 'Ichitaro' and as well as more familiar programs like Lotus 1-2-3.

One of the advantages of the CD-ROM format is that it is identical with CD-Audio. This means you're FM Towns can not only play back conventional CD disks, but it can also, with appropriate software, use them as as sample sources for editing and manipulation.

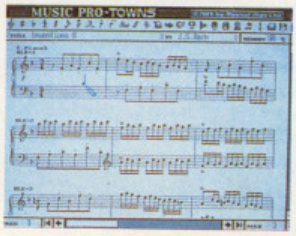
Fujitsu have already shipped around 20,000 units of the machine in Japan – a tiny number compared to the millions of MSX and Nintendo machines, but it's growing very rapidly. The main problem has been the speed of manufacture, rather than lack of demand, with most available models going into shops for demonstration. The company hope to be able to fulfill demand soon and we can then expect the software base to explode.

However, one problem at the moment does seem to be the marketing policy behind the machine. Fujitsu are claiming that the FM Towns will be a computer for everybody ranging from kids through housewives to business users. Compare this with the approach taken in Japan by Sharp a few years ago with their X68000 – clearly marketed as an Apple II-alike and now very strongly supported.

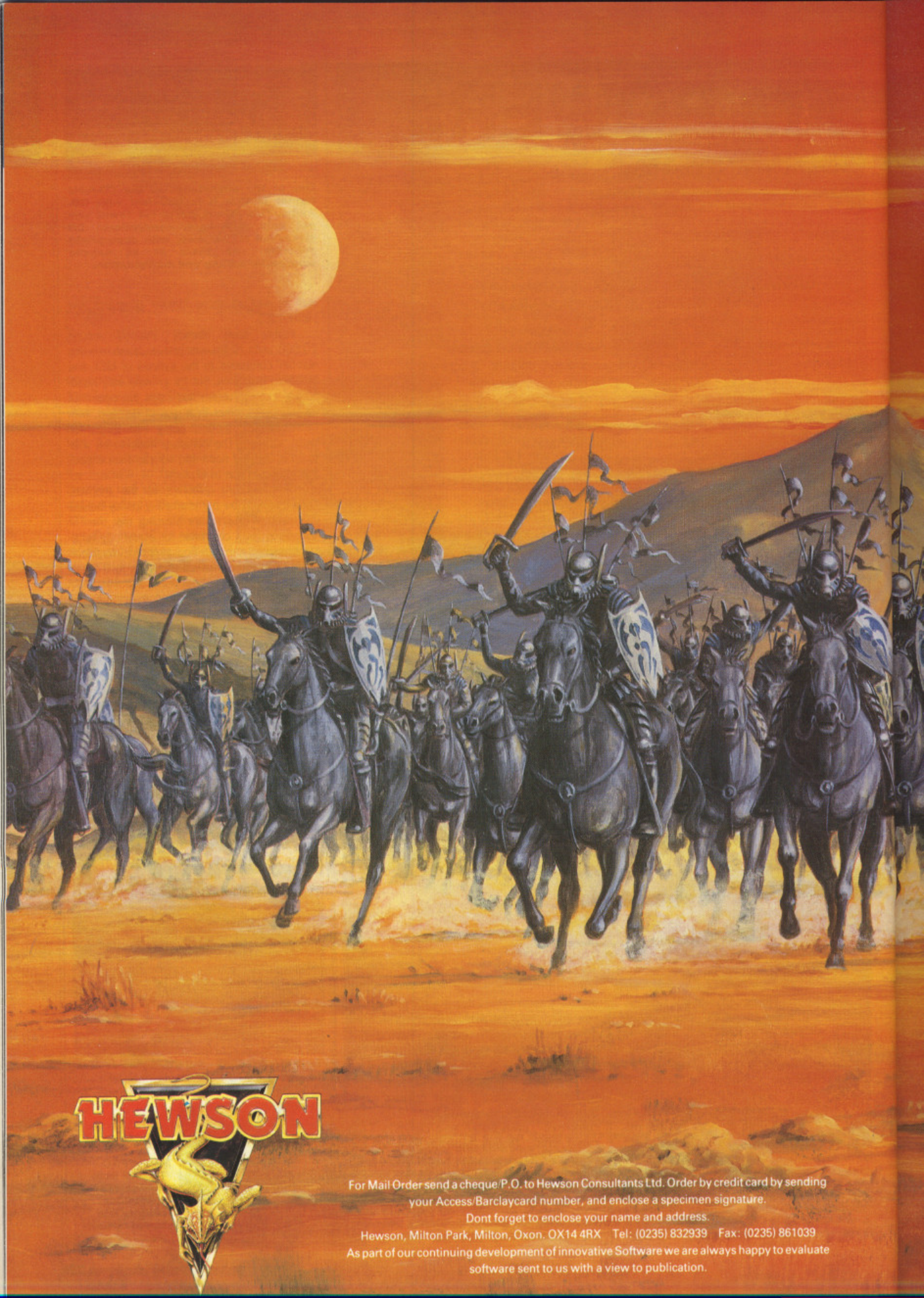
Meanwhile, competition is shaping up with NEC announcing their own CD-ROM machine, the PC-8801 MC, an 8-bit personal computer with a CD-ROM drive as a standard equipment. The machine uses a PC-Engine CD-ROM unit and costs about two-thirds of the Towns machine, though the spec isn't as good.

There's no doubt that CD-ROM is the storage medium of the future. Let's hope the British market catches up soon with machines like the Towns, otherwise we may get left far behind in the race towards truly advanced computer entertainment.

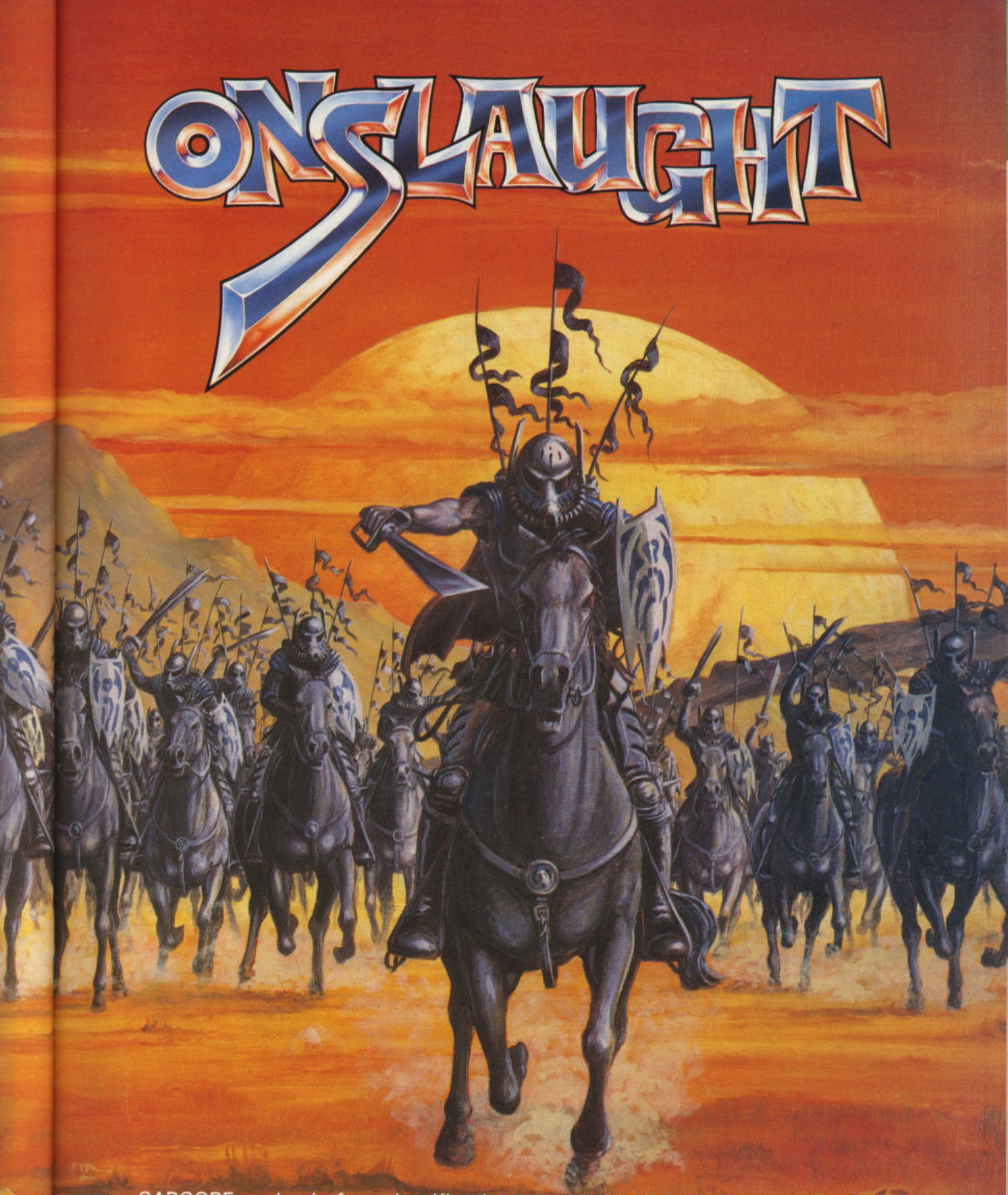
***Last Armageddon* – 1.5 Gigabytes of RPG**



***Music PRO TOWNS* from Musical Play – composing, editing, and sampling software.**



For Mail Order send a cheque/P.O. to Hewson Consultants Ltd. Order by credit card by sending your Access/Barclaycard number, and enclose a specimen signature.
Dont forget to enclose your name and address.
Hewson, Milton Park, Milton, Oxon. OX14 4RX Tel: (0235) 832939 Fax: (0235) 861039
As part of our continuing development of innovative Software we are always happy to evaluate software sent to us with a view to publication.



GARGORE – a land of warring Kingdoms each with their own army, who live in fear of a "Fanatic", a solitary warrior who lives to fight and conquer.

You are one such Fanatic, a magical warrior in search of Victory in the battle scarred land of Gargore.

ATARI ST
COMMODORE AMIGA **24.99**

THE MISSION IS VITAL – THE ODDS ARE AGAINST YOU.

F15 Strike Eagle II

F15 Strike Eagle II is a whole new concept in computer air warfare. Dogfighting is the name of the game. The air swarms with enemy aircraft. Dice with death as you light your 'burners' and head for the skies. Success depends on making the right moves – fast. Super smooth, non-stop action takes place over 250,000 square miles of authentic terrain. Superb, solid-filled polygon based 3D graphics makes it feel as though you really are in the thick of the action. Hundreds of options, four difficulty levels and a vast amount of missions and scenarios make F15 Strike Eagle II perfect for dogfighting veterans and novices alike.

F-19 Stealth Fighter

MicroProse's F-19 Stealth Fighter transports you into the real world of Stealth Technology. Placed in charge of one of the USAFs most valuable secret aircraft, you must carry out missions deemed too dangerous for normal aircraft to accomplish. Amazing three-dimensional graphics add a totally new dimension to F-19 Stealth Fighter as you fly, undetected, at 75 feet around Berlin and strike deep within Communist territory.
F-19 is not just a flight simulation – it's an experience!

Gunship

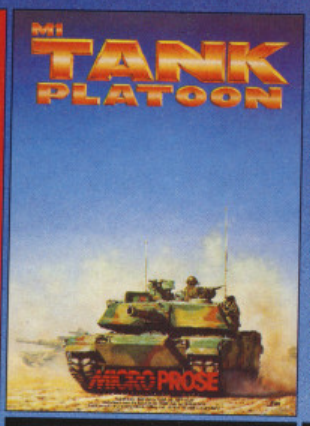
Gunship has proved itself to be one of the truly great combat flight simulations. Based on the AH-64 Apache, one of the most advanced attack helicopters in the world and developed with the help of real attack helicopter pilots, Gunship lets you loose on a high-performance helicopter that can fly low and slow, hover, sideslip, fly backwards, rotate and go into a full-blooded, 200 knot power dive through some of the hottest combat zones in the world.
In the face of adversity, it is a brave heart and sharp mind that matters more than the technology behind the man.
The spirit of attack is all . . .

MICROPROSE
SIMULATION • SOFTWARE

MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos, GL8 8DA.

STRATEGY SIMULATIONS

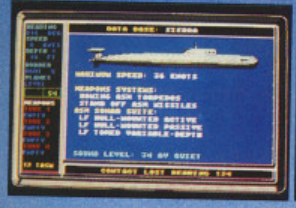
FACE THE ULTIMATE CHALLENGE

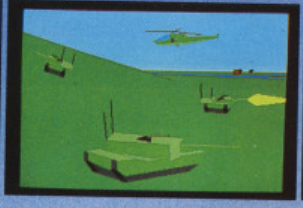


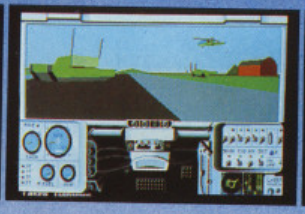
M1 Tank Platoon is the definitive simulation of armoured land combat. US tank platoons have four M1s. Four soldiers operate each tank. That's four tanks, sixteen men. And you control the whole shooting match. 16,000 acres of rolling, superb 3D terrain allows you to hide your tanks behind hills and ridges, just as a real tank commander would. Give orders to your entire platoon or to individual tanks. Lay down some heavy artillery or mortar fire before advancing your main tanks, or possibly call in air support in the form of A10 Tankbusters or AH64 Gunships. Defend yourself against attack from the air by strategically positioning anti-aircraft batteries. The strategic permutations are endless!

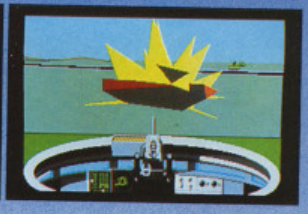
With thousands of battlefields and millions of situations, there is infinite variation within the game. With varied skill levels allowing veteran tank commanders, take on single battles or wage war from start to finish.

M1 Tank Platoon. All the action of armoured land combat. Available for IBM PC and Compatibles £39.95.









RED STORM RISING

This high technology simulator of strategy & tactics is based on the International best seller by Tom Clancy.

Working with the authors, MicroProse have brought the book's intense action and excitement to your computer screen. You are put in command of an American nuclear attack submarine at a time when 2 super powers collide. Available for C64 £14.95 cassette, £19.95 disk, Atari ST £24.95, IBM PC Compatibles £24.95 . . . "AWESOME" (CCI)

MICROPROSE
SIMULATION • SOFTWARE

MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos, GL8 8DA.

WHAT'S THE SCORE?

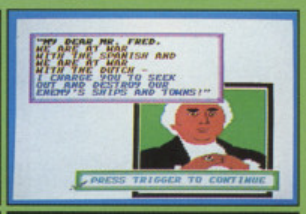
MicroProse's action games feature a depth of realism, excitement and strategy rarely seen before in computer entertainment.

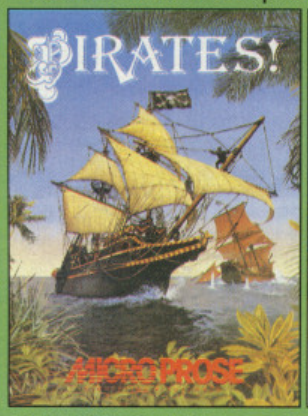
TWO SCORE GOLD PIECES

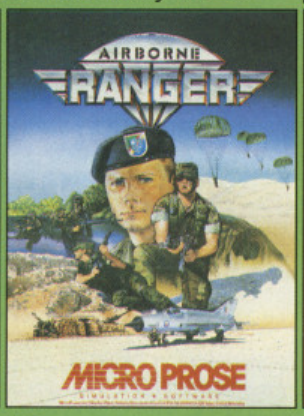
Pirates, played by over a quarter of a million square miles, offers unparalled gameplay and adventure on the high seas;

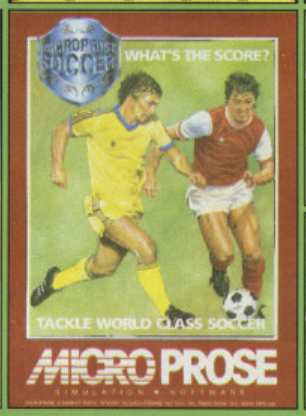
SCORE TO SETTLE

Airborne Ranger's fast-paced action challenges your skills and reflexes over a dozen missions deep behind enemy lines.



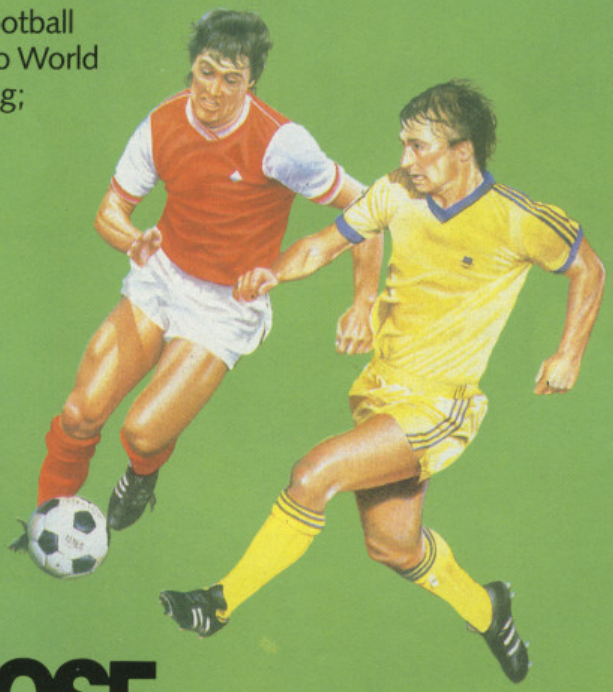






WHAT'S THE SCORE?

Soccer was the world's first true football simulation – from indoor league to World Cup Final, it's just like the real thing;



MICROPROSE

SIMULATION • SOFTWARE

MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos, GL8 8DA.

NIGHTMARE ON SOFT ST.

John Minson looks into the past, present and future of horror software...

Fear. Your pulse races. Adrenalin rushes to your brain. Your breathing quickens and the hairs on the back of your neck stand up. The faces of fear. Boris Karloff as Frankenstein's tortured creation. The gruesomely gut-tearing tales of James Herbert. Clive Barker's creatures of the the other world, another morality. The sardonic slice-and-dice wit of Freddy Krueger.

Fear in every form, in every medium. The ghost tale told by children. The Gothic novel's musty pages. The cinematic shocker that sends audiences screaming behind their seats. But computer games...

The first micro monsters were monstrosities in their own right. When Palace exhumed *The Evil Dead* for its first ever release in 1984 it turned the cult film into a bland birds eye view of tiny sprites running around schematic rooms.

"Back in 1983 *Evil Dead* was one of the biggest films in Britain," Palace's Pete Stone recalls, "and I thought it would make a good game scenario. You had the hero trying to survive the nasties. But we never set out to make a horror game to scare people." Which is as well considering the only screams came from disappointed purchasers expecting a computer nasty.

About the same time unwitting gamers experienced an unlucky *Friday 13th* courtesy of Domark. This actually caused a minor uproar over the bloody hockey mask on its box. Unfortunately the horror stopped there. Loading the program unleashed a series of stick figures who just wandered around waiting to be killed.

"Don't mention that..." Domark's Dominic Wheatley groans. "At the vague concept level we hoped it was a piece that could make people spooked. I believe that can be done but [*Friday 13th*] didn't do it because we placed it in the hands of people who were creatively incompetent."

So horror software got off to a grisly start and has generally remained as frightening as *Carry On Screaming* ever since. Software houses just don't seem to grasp what makes us gasp. The easiest (some might say laziest)

MONSTROUS PERSONALITY

FREDDY KRUEGER ON HORROR SOFTWARE...

Freddy Krueger is the first movie monster with mass appeal since the fifties and actor Robert Englund, who plays the child killer in the *Nightmare on Elm Street* series, believes he knows why.

"It's a monster with a personality... a diabolical sense of humour. It's not so much that I'm terribly funny but I relieve the tension. When you relieve the tension it's so much easier to set the audience up and scare them again."

Englund's analysis presents a considerable challenge to software scare-mongers. Giving sprites a personality is near impossible and creating a structure with controlled peaks and troughs seems to go against the free- range nature of games.

British director Bernard Rose, whose recent film Paperhouse tackled the dreamscape in a more psychologically credible fashion than *Elm Street's* parade of effects, also believes you must be able to manipulate the viewer.

"The whole point of the film [Paperhouse] is the audience feels quite confident with it for the first 40 minutes, that it's quite a nice little film, quite chilling perhaps, then suddenly you come at them with a sledgehammer." But as Horrorsoft's Mike Woodruff observes, if a game doesn't use the complete demolition kit almost immediately you've lost your player.

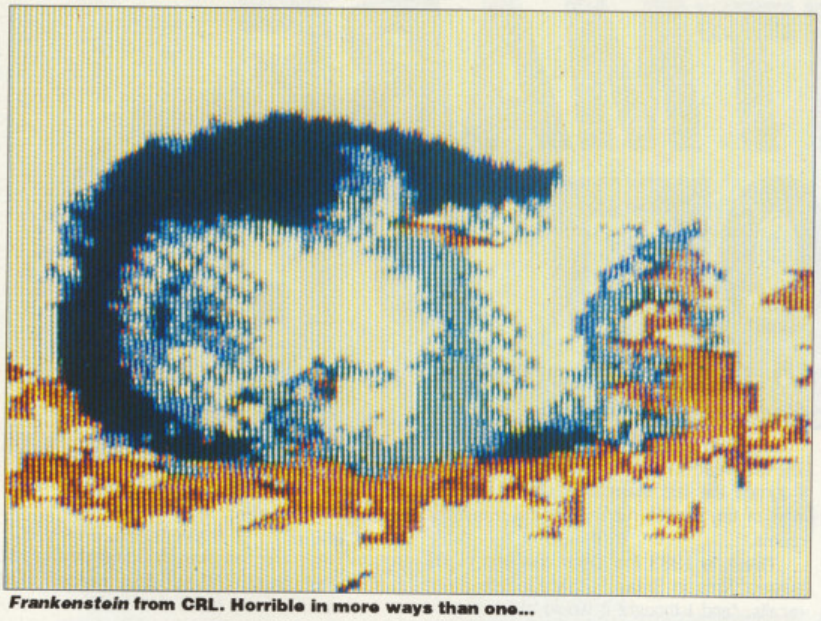
John Gilbert was a computer journalist before he founded award winning *Fear* magazine and was actively involved in the development of Piranha's 3D arcade adventure *Nosferatu*. He has doubts about horror and micros.

"We're still looking at glorified *Space Invaders*. People don't know how to handle horror. They don't do it seriously. You can do it in books or film but how do you put it on a computer with the very limited number of techniques available?"

Horror works, he says, because it gives us a buzz escaping our mundane reality and watching nasty things happen to characters on screen. "It plays on people's deepest and darkest secrets."

Englund agrees. "I read something - and I wish this was my quote but it's not - that it's like a little passion play. There's something about the catharsis and the dark and the scares and you address these absolutes of death and things but in the stylised form of the horror movie which is an approved thing we have in the culture."

It's very easy for a programmer to present you with pictures of death and destruction but the threat must be more than mere 'Loss of Life - Try Again' if its to communicate man's mortality and forces of ultimate evil. Sophisticated new forms, harnessing advanced processing power, sound and CD-I graphics, must be developed before games start to make us shiver.



***Frankenstein* from CRL. Horrible in more ways than one...**

route is to recycle the iconography of horror from other media.

This means licensing a film, like Domark and Palace did, or lifting generic images and grafting them, Frankenstein-fashion, onto an existing game formula. Microdeal's *Fright Night* and Ariolasoft's *Werewolves of London* were simply arcade adventures wearing Halloween masks. However much they tested your intellect or joystick technique, they never sent a shiver down the spine.

As Chris Elliott of Eldritch Games, programmers of Electronic Arts' forthcoming *The Hound of Shadow* puts it, "When you have an animated figure it's difficult to make something an inch and a half tall horrific. You can make it grotesque but not horrific".

Not that it's stopped people trying. In the mid-eighties a pair of games, *Go To Hell*, from the ominously named 666 Software and Powerhouse's *Soft and Cuddly* laid on the gore with a shovel. Dig them up nowadays and you'll discover just how un-stomach churning Spectrum pixels are - unless you're particularly sensitive to attribute clash!

Even with today's high resolution machines graphic horror is not the solution, according to Chris Elliott. "You get into the problem that movies have. People soon become blase. So you have to fall over yourself to be more and more gross. It's the law of diminishing returns."

CRL boss Clement Chambers agrees. "People have always said horror is exploitation and some people have taken that exploitation element and not delivered." His solution was to launch a series of adventure games based on the classic monsters, Frankenstein, Dracula and The Wolfman, plus the legend of real life slasher, Jack the Ripper.

Recreating the frisson of reading a horror novel proved more capable of raising goosebumps than aping shock horror films, though CRL still threw in the odd digitised picture of disembowelled damsels as a sop to the gore hounds. Chambers is quick to stress that the games were more than a series of unpleasant stills though: "These games are very visual but the context goes with it."

He's careful to draw the distinction between horror, the recoil in revulsion, and terror, the emotion of fear. "I always thought *Deus Ex Machina* [Automata's experimental life game] was quite terrifying. It's a question of artistry and that's something that's generally missing from this industry. Poe was not bloodthirsty but he was terrifying. We like to have both in our software."

While the CRL series and Infocom's Lovecraft-ian *The Lurking Horror* set out to scare adventurers, a couple of strategy games demonstrated an alternative approach. *Alien* appeared under Argus' Mindgames label while James Herbert's publisher Hodder and Stoughton briefly flirted with software for *The Rats*.

Neither title could be classed an unconditional success but both succeeded in generating suspense rarely found in arcade or adventure games. In *Alien* you searched the ship for the creature while *The Rats* followed the novel closely as you investigated the mysterious rodent killings.

Both were played in real time, forcing you to react quickly. Despite schematic graphics (*Alien* was just a map) sound effects such as a quickening pulse, were used to good effect and the sudden appearance of the alien or rats chewing through the screen provided suitably disturbing climaxes as you prepared to meet your maker... or at least reload.

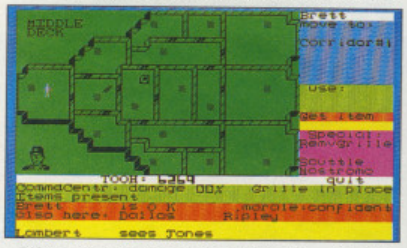
16-BIT SQUIRM?

Hardware has progressed since those 8-bit pathfinders and the horror genre is currently undergoing something of a renaissance... or should that be revengance? Electronic Arts is about to release a horror role playing game based on the works of classic horror writer HP Lovecraft (see box). And Tynesoft has launched a label devoted to terror.

Mike Woodruff, the brain behind Horrorsoft, has been involved in software since its earliest days, producing traditional text adventures including the mildly horrific and highly enjoyable *Gremlins*. Moving with the times he's now producing 16-bit games like *Heroes of the Lance*.

"I noticed that our type of game, the icon driven adventure, is selling well in the America but I thought that they're rather wet and airy

Computer games allow less time to develop an atmosphere than a film. Woodruff admits that he has to hook the player within ten minutes of they'll do something else. However he



***Aliens* from Argus Mind Games – they're still screaming about this one.**

GETTING PAST THE CENSOR

When CRL released its horror adventures it opened another can of maggots. Clement Chambers interpreted the 1984 Video Recordings Act (VRA), introduced as a result of the 'video nasties' scare, as referring to computer games.

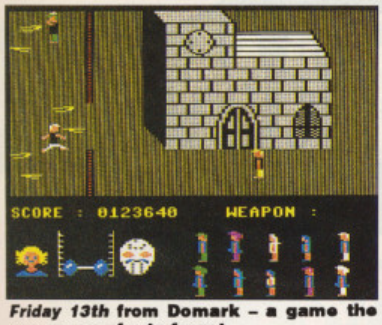
To this day Chambers insists that what he did was merely follow the letter of the law; that a computer game was (to quote the act) a 'video work... any series of visual images (with or without sound) a) produced electronically by the use of information contained on any disc or magnetic tape, and b) shown as a moving picture.'

The VRA states that any such work had to be submitted to the British Board of Film Classification (BBFC), the body responsible for certificating films, if: 'to any significant extent it depicts...) mutilation or torture of, or other acts of gross violence towards humans or animals.'

Despite the fact that, as ACE so carefully pointed out at the time, the act refers to 'moving' pictures, the BBFC's panel played Chambers' games, examined their digitised images, and passed judgment. The classic monsters were rated as fit for 15 year olds but the real life *Jack the Ripper* finally achieved the coveted 18, leading to items on the radio and in the press.

Nowadays you get the idea that the Board is faintly embarrassed by the whole affair. A spokesperson said, "The four CRL programs were submitted voluntarily and probably did quite well in terms of publicity for them but we've had nothing since." As the cost of classification can reach £1000, it's easy to understand why there wasn't a rush to follow CRL's lead.

However this raises an important point. As CD-I becomes a reality, a game which included filmed or animated sequences of a bloodthirsty nature certainly would come within the letter of the law. But unlike a film, which can only be viewed in one, linear fashion, a game is interactive so has no set pattern. Could the BBFC make fair decisions about a medium which is only superficially similar to their area of expertise? Only time will tell...



***Friday 13th* from Domark – a game the company prefer to forget.**

has innovative ideas which harness the potential of the latest machines.

"Imagine if you have a player sitting in the dark with his Amiga wired up to stereo speakers, and he has one by his side and the other by the window. Suddenly there's the sound of a tap from the window and while he looks to see what it is we flash something up on the screen."

"We're approaching it the same way a film director approaches a film. We've got a special language and it's written like a script for graphics, sound and data." Of course to produce this total sensation he requires the player's co-operation in turning down the lights, placing speakers correctly and suspending disbelief, but Woodruff believes this isn't too much to ask of somebody who's spent £25-£30 for the software.

The pioneers of software screams, Dominic Wheatley and Pete Stone, both believe that someday games will have same the power to scare as films or books. "I've never seen it done," says Wheatley, "but I'm sure a game form does exist. I don't know how to do it though. I think that sound is a big element." Stone adds, "In principle I think you will be able to scare people in the future but at the moment advances in technology are not great enough." fairy. So I decided to produce a more adult product."

This appealed to Tynesoft, as sales director Trevor Scott recalls: "We did some market research and found that horror is massive in all media. But we felt nobody was addressing it in software and you have to do something different in this industry."

Limiting itself to a few quality titles a year, the label is about to follow up *Personal Nightmare* with Elvira. Woodruff says that they will be aimed at the fantasy/Gothic end of the horror spectrum. "You might find a drill in one of the games," he says, "but there won't be a plug on it."

Instead he intends to induce shivers with more restrained images. "In *Personal Nightmare* you have to cut the fingers off a corpse to get a prayer book. I wanted players to grimace as they did it." Another instance occurs in the latest game if you stray into the garden, where a falconer trains his hawk. Suddenly the bird swoops down and tears out your eye. The final image is of the bloody orb clasped in its claw. Did he say restrained?

Woodruff defends the gore by referring to the covers of horror paperbacks and the content of comics like Heavy Metal. Today's viewer expects his horror to have, well, guts. His primary concern is suspense though. "It's like a film. As the heroine walks down the stairs with the lights off you want the audience to go, 'Oh no!'"

LOVECRAFT, HORROR, AND MADNESS

Chris Elliott and Richard Edwards of Eldritch Games, authors of Electronic Arts' *The Hound of Shadows*, are HP Lovecraft afficianados. HP who? Unlike Poe, Lovecraft remains relatively unknown in Britain though films like *The Reanimator* and *From Beyond* are starting to change all that.

Howard Phillips Lovecraft was born in 1890 in New England. A prodigy, he was reading by the age of three and writing a year later. His grandfather's 2,000 volume library left him with a lifelong passion for the 18th century's style and language. However his childhood was isolated and unhappy. His father died in an asylum when he was only eight; his mother was neurotically protective. Paranoia and madness are recurring themes in his work.

He was only 15 when he wrote his first horror story, *The Beast in the Cave*, but soon after turned to verse and essays and it wasn't until 1918 that he resumed writing fiction. His six part story *'Herbert West - Reanimator'* was published in 1922 and soon he was a regular contributor to *Weird Tales* pulp magazine.

For the next fifteen years Lovecraft and his disciples created the Cthulhu Mythos, a completely realised private mythology based around the ancient Great Old Ones, whose followers plotted their return. Though he died of cancer in 1937 his influence on virtually every modern horror writer continues to this day.

"He's not a good writer technically," Elliott admits, "In some ways he's appalling. His one trick is to stick the ending in italics with three dots at the end." But despite the purple prose, Lovecraft touches a nerve.

"There really are things out to get you and the world," says Edwards. "They're not after you personally. They just don't even notice you." "It's the idea of huge, impersonal forces," Elliott continues. "It's ghastly because there are things out there which would drive you mad if you could see them."

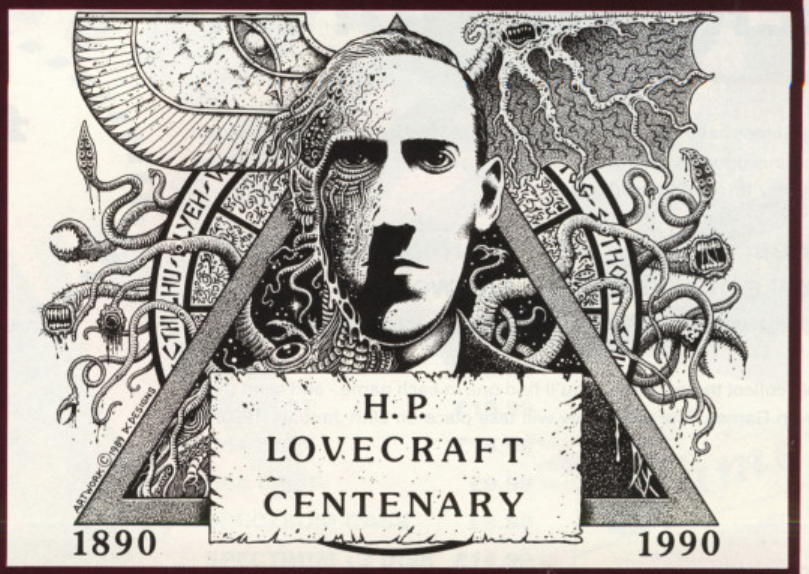
The creation of such a malevolent, paranoid universe, where dreadful secrets haunt the cellars of rotting mansions, calls for innovative game techniques. Eldritch is using role playing to bring Lovecraft to life.

"It's better than the traditional adventure," says Elliott. "That's very much about the collection of objects - there's the feeling of the player being in control. But for the atmosphere of horror you've got to feel that somebody else is in control. The first element of horror is a feeling of helplessness. And role playing is all about character and interaction."

He realises the problems inherent in this though. "Horror is a very fragile atmosphere. With computers you're dealing with an interactive medium which is like no other. But this surrenders any sense of control you have as a storyteller."

"It's very easy to go from horror into farce," Edwards adds. "The wrong word can blow the atmosphere. So *Hound of Shadow* is mostly low key. There's no dripping blood every thirty seconds giving the impression you're walking through a slaughterhouse. So when the horror comes it's more affecting."

Lovecraft transcended stylistic infelicities to terrify us with a world where insignificant man faces omnipotent evil. Eldritch Games also hope to break the boundaries of their medium and give us a glimpse of that mythology...



VIRGIN's SANTA

FREE GAMES THIS WAY

Don't miss out on an extra special stocking this Christmas when Sant be awarding the lucky winners with:

5 FIRST PRIZES OF

£1,000 worth of software of your choice, or an Amiga or ST plus £500 of software of your choice

10 SECOND PRIZES OF

£500 worth of software of your choice

20 THIRD PRIZES OF

£250 worth of software of your choice

1000 RUNNER UP PRIZES TOO!

Any one of the six Virgin Games arcade classics mentioned earlier.

MAKE SURE SANTA VISITS YOU TWICE THIS YEAR!

HERE WE GO! ....

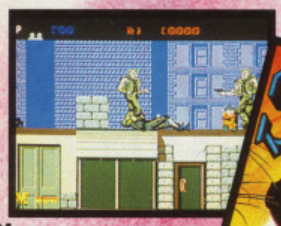
Virgin Games have decided to become a Santa and hand out £30,000 worth of fabulous goodies. All you have to do to gain from Santa's generosity is to buy any three of these games:

SHINOBI
DOUBLE DRAGON II
GEMINI WING
CONTINENTAL CIRCUS
SILKWORM
NINJA WARRIORS

Simply collect three tokens - you'll find one in each game - and send them to Virgin Games. The prize draw will take place on 29th January 1990.

WIN £30,000 WORTH OF PRIZES

discover why!



SHINOBI

You're masashi, a tough ninja warrior on a mission to clear the town from rebel martial arts fanatics. Explore the scrolling urban landscape and beat the hell out of your opponents, but watch out for the end-of-level guardians.

SILKWORM

It's not true! Even after months of negotiation with the Ruskies and despite a mass exodus out of Afghanistan, we're still under threat. There's no one left to press the Nuke button so the battle has switched to copters and plane. Non-stop shoot-'em-up arcade action.

CONTINENTAL CIRCUS

Compete in formula one races in Brazil, America, France, Monaco, Germany, Spain and Japan. Race hard, but watch out for other cars. Colliding can be fatal. And do visit the pits for fuel and repairs.

GEMINI WING

The aliens have had enough. They're not going to take their brethren being blasted on computer screen any more. So they've come down in their hordes to blast the pitiful race of carbon-based life forms called humans. Can you stop them? Somebody has to do it.

NINJA WARRIORS

COMING SOON!

Can you survive brutal enemy onslaught? Fight with hand, foot and dagger to rid the street of the scum that dare infest your home town. A classic arcade conversion.

COMING SOON!

DOUBLE DRAGON II

Ferocious two-player simultaneous martial arts mayhem. Evil fiends have captured your girlfriend - it's up to you and your brother to rescue her. Don't fail. Through the town, countryside, mountains and finally into the lair. Use whatever weapons you can find to stay alive.

ALL AVAILABLE ON

AMIGA	**£19.99**
ATARI ST	**£19.99**
C64 DISK	**£14.99**
C64 CASS	**£9.99**
SPECTRUM CASS	**£9.99**
SPECTRUM +3 DISK	**£14.99**
AMSTRAD CASS	**£9.99**
AMSTRAD DISK	**£14.99**

Virgin Games

VIRGIN GAMES
2-4 VERNON YARD
119 PORTOBELLO ROAD
LONDON W11 2DX

BANCO!

Anco is giving away a stunning Sony video camcorder worth £700, a football shirt of your favourite team and a copy of Anco's latest release, *Player Manager*...

Anco's latest release "brings the quality of *Kick Off* to the art of football management"... As the newly appointed Player Manager and international class player, you take charge of a third division club with just one simple objective: 'bring back the glory days!'

Player Manager is split into four distinct objectives: playing skills of the manager (on-pitch action using a modified version of *Kick Off*), managerial skills (get the right tactics and players to form a winning team), tactics (choose from four well proven tactics or design your own ingenious combinations of defense and offense) and players (over 1000 players to choose from, each with their own attributes like shooting, pace and aggression)...

...And that's just for starter's, other factors to be taken into consideration include refs, injuries and disciplinary problems. But who said it was going to be easy?

Player Manager is available now on ST and Amiga for £19.95dk – with Spectrum, Amstrad and C64 £9.95cs/£14.95dk due soon. Meanwhile, don't forget Anco are hard at work on *Kick Off II* – and they're eager for suggestions from current *Kick Off* players. Pop your suggestions on the postcard along with your entry (don't worry – they don't count in the competition).

Video your local footie team and the Big Match with this Sony CCDF250 Camcorder

The Sony CCDF250 is the latest addition to Sony's extensive, and award winning, camcorder range.

Featuring a 6x power zoom, insert edit facility, high speed shutter (1/50 – 1/1000) and 7 lux capability, the £699.95 CCDF250 is designed to introduce the joys of video photocopy to a wider audience...

THE SECRET OF SUCCESS...

So how do you get your grubby hands on a Sony camcorder, torso in a footie-shirt or a copy of *Player Manager* into your micro? Easy! Just answer the following questions:

1. Which football team won the FA Cup in 1981?
(a) Liverpool (b) Arsenal (c) Tottenham

2. Which football team won the FA Cup in 1982?
(a) Liverpool (b) Arsenal (c) Tottenham

3. Finally, tell us which are your two favourite sections or articles in this month's ACE, and your two LEAST favourite sections. Don't worry – there are no 'right answers' for this question. We just want to hear your views, and whatever you say will in no way affect the outcome of the competition.

Please write your answers (in BLOCK CAPITALS) on the back of a postcard. Don't forget to include your full name, address and telephone number. Don't forget to include the following details: your computer and your favourite football team.

Send your completed postcard to:
ACE ANCO COMPETITION, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

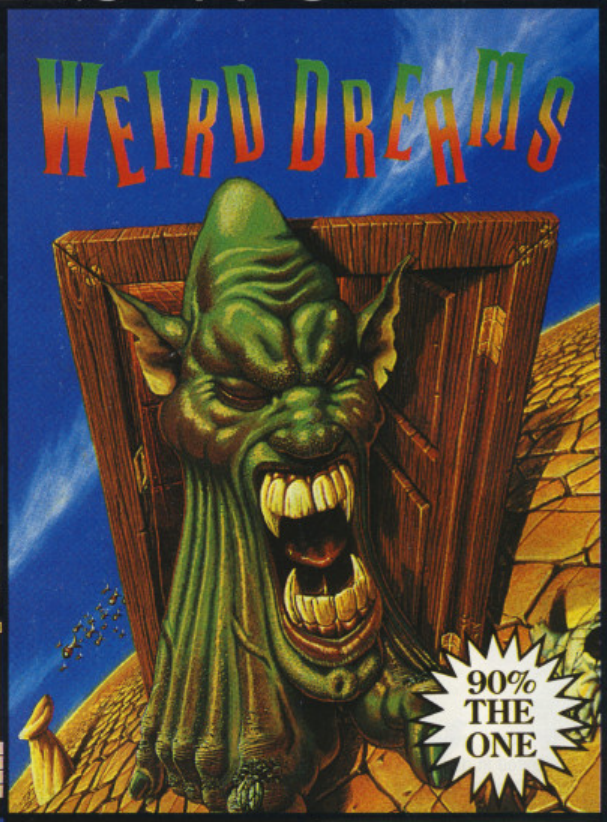
THE PRIZES
The Sony CCDF250 camcorder will be awarded to the first entry giving the correct answers to questions (1) and (2) drawn at random from the entries received prior to the closing date. A football team shirt (of the winners own team choice) will be awarded to the second correct entry and a copy of *Player Manager* will be awarded to the third correct entry drawn.

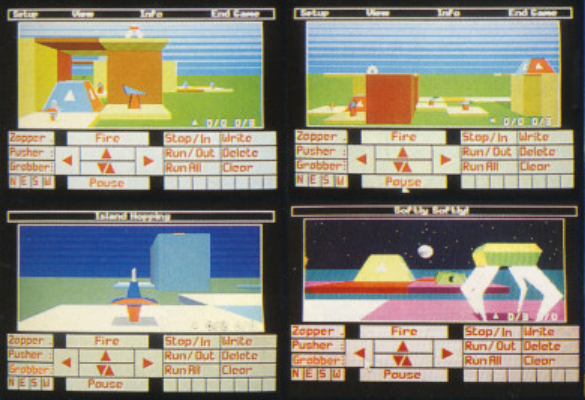
THE RULES
(1) The closing date for entries is 7th December, 1989.
(2) Employees of EMAP, ANCO and SONY are not eligible for entry.
(3) The editors decision is final and no correspondence will be entered into.

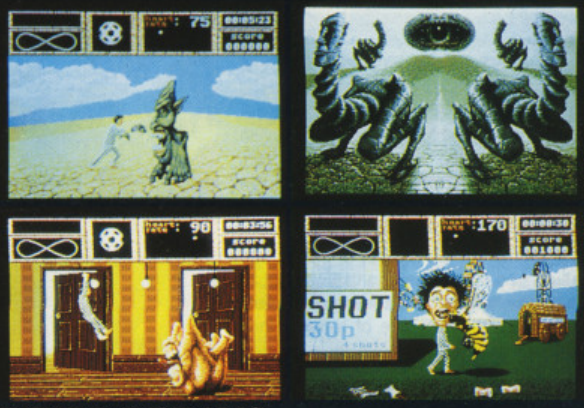
OUT OF THIS WORLD

TOWER OF BABEL

An intricate 3D strategy game involving an interconnecting network of towers, platforms and lifts all rendered in solid 3D with innovative light and shading techniques. Take control of robot spiders and program them to solve problems and puzzles and interact with other creatures, such as Pushers, Zappers and Grabbers. Alternatively, real time control is available to you at any time for instantaneous reaction to the game's developments. For the more adventurous among you, there is a complete game designer, allowing the construction of your own series of towers, platforms and lifts. Attempt to fox your friends with your own fiendishly difficult creations. More than just a game, more than just a puzzle – Tower of Babel is a whole new concept in strategy gaming.







WEIRD DREAMS

A RIDE ALONG THE ROCKY ROAD OF SUBCONSCIOUS THOUGHT, WITHOUT SHOCK ABSORBERS.

Imagine yourself in a world full of nightmares with Dali-Esque creatures & mind eating eyes. Picture yourself in an upside down landscape Alone in a weird dream & wondering what the . . .

"Weird Dreams is stunning. It's one of the most bizarre concepts yet seen on a computer being more of an experience than a game".

MASTERS OF STRATEGY
A DIVISION OF
MICROPROSE SOFTWARE

MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos, GL8 8DA.

A PORTRAIT OF THE ARTIFICE

Since the birth of photography the camera has been consistently manipulated to do the one thing its exponents said it couldn't - lie. At no time though, has it lied more inventively and efficiently than at the present. With the increasingly common use of computers in design and, in particular advertising, image manipulation has become an exercise in creative duplicity. The recent 'Machine Dreams' exhibition at London's Photographer's Gallery illustrated what happens when you give artists the latest in state-of-the-art machinery to play with. Mike Pattenden went along to take a look at the results.

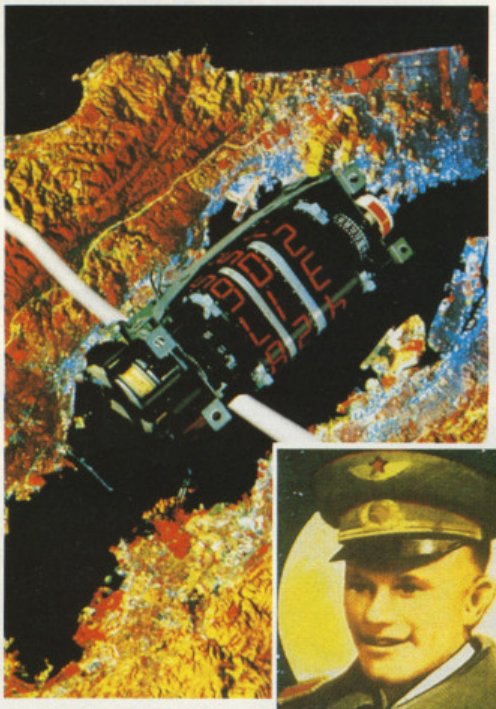
Nearly every advertisement you see in national magazines like the Sunday supplements has been manipulated in some way. Often the colours have been changed, an area has been darkened, a blemish removed, and sometimes whole segments have been created by repeating a section of the image many times.

Since the advent of computer screens with very high-resolution screens linked to publishing tools like scanners this kind of image distortion is commonplace. It's simply no longer safe to believe your eyes.

The reaction of the half dozen artists who were offered the systems to use was not to attempt to create some sort of perfect image using the multitude of tools at their disposal, but to demonstrate their consummate ability to deceive. Frequently conflicting images were juxtaposed against each other to make the point.

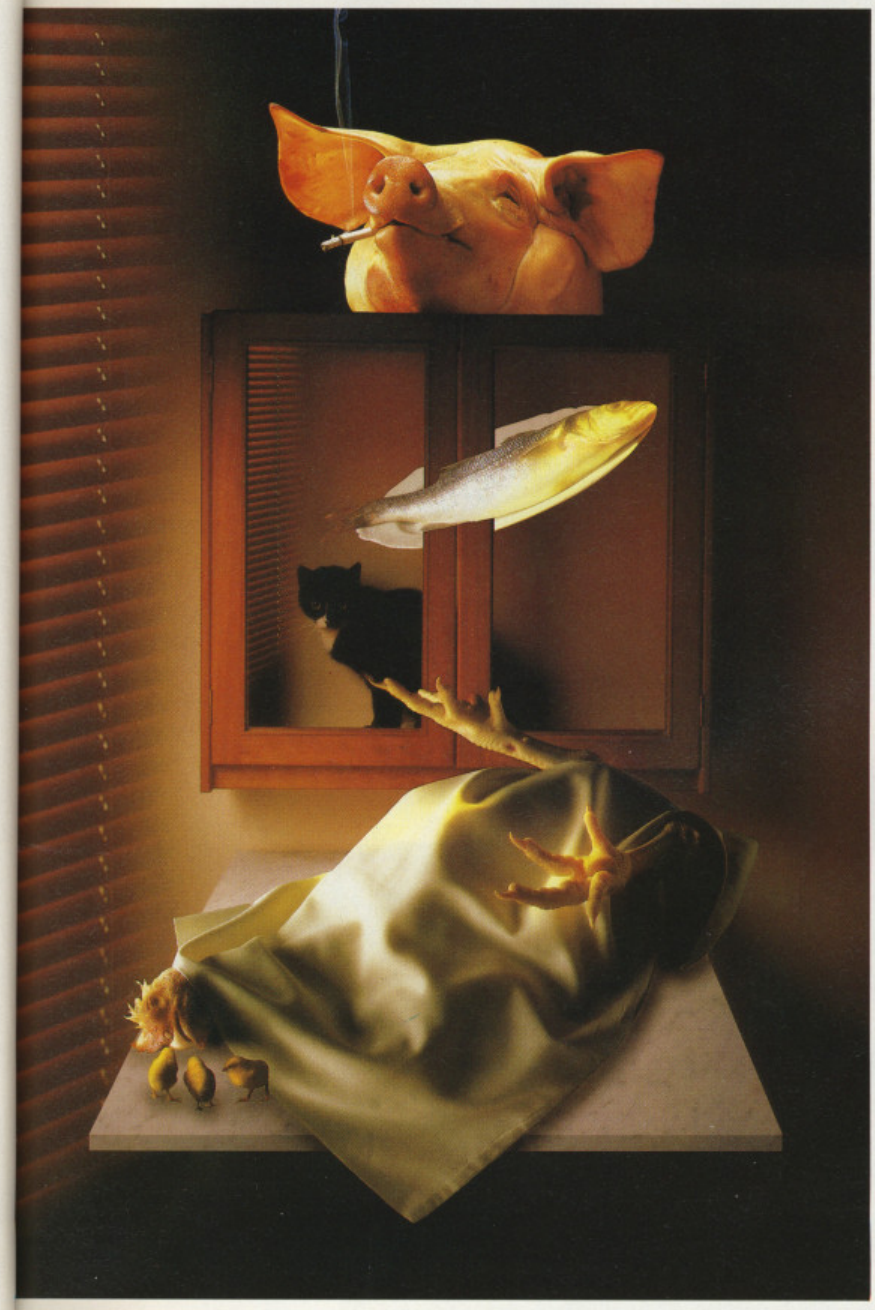
Photographer David Godbold took a nineteenth century black and white etching of Napoleon surveying troops across a bay, coloured it and subtracted nearly all the soldiers from the scene to create an almost picturesque scene, demonstrating a falsification of history. All this, moreover, was without the artist ever seeing the actual print, it was produced by communicating via fax from Australia. Another, still more impressive, recreated Monet's 'Water Lillies' using garden vegetables. Commercial artist Tessa Traegar multiplied images (the arched bridge, for example,was composed of a string of cucumbers) and then smeared them to create the effect of movement and reflected colour.

The attitude of nearly all the artists to the technology they were dealing with was one of wariness and not a little suspicion. With some reason perhaps because the distortion of truth that such systems offer is frightening. The



His Science Knows His Nature
- Graham Budget

Two parts of a triptych, these use photomontage to a highly creative degree, taking and distorting our views of progress. The picture (inset) of Yuri Gagarin was lifted straight from a postcard, whilst in the main image the satellite floating high above the heat sensitised picture of California's coastline is the dial from a digital clock. The carefully arranged numerals reinforce the point.



***Pig* - Mick Dean**

This is a composite of four transparencies: a pig's head, a fish on a plate, some chicks and a cat in a glass cupboard.

***Icarus* - Calum Colvin**

Assembled from several transparencies and an etching, each of differing proportions to create a seamless montage. attention to detail is shown in the way that even the highlights on the solid objects suggest that all the light has originated from the same source.

***Heat and Shadows* - David Hiscock**

This artist is known for the way he takes images and disfigures them, often by scratching them. Using the Crosfield he was able to take two transparencies and then using the paint option to smear the *flames and smoke in other colours.*

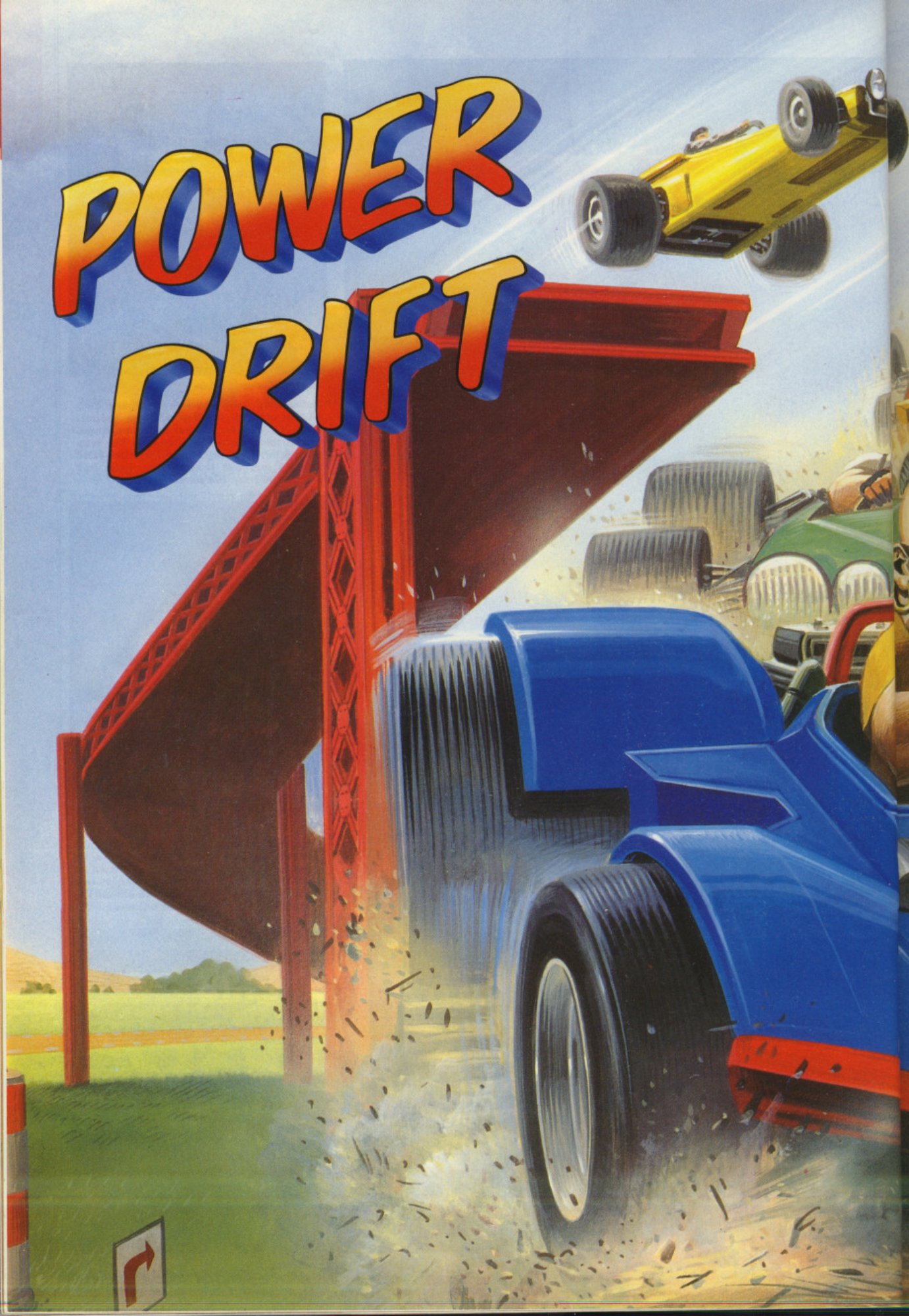
CIA in America have long been researching into the power of visual communication or 'perception mangement' as they call it.

Rightly, a medium which is so obviously open to misuse should be approached with care, the possibilities are only as limited as the imagination. It would be interesting to have seen an artist subvert the system to their own ends. Only then will art lead technology, not technology lead art.

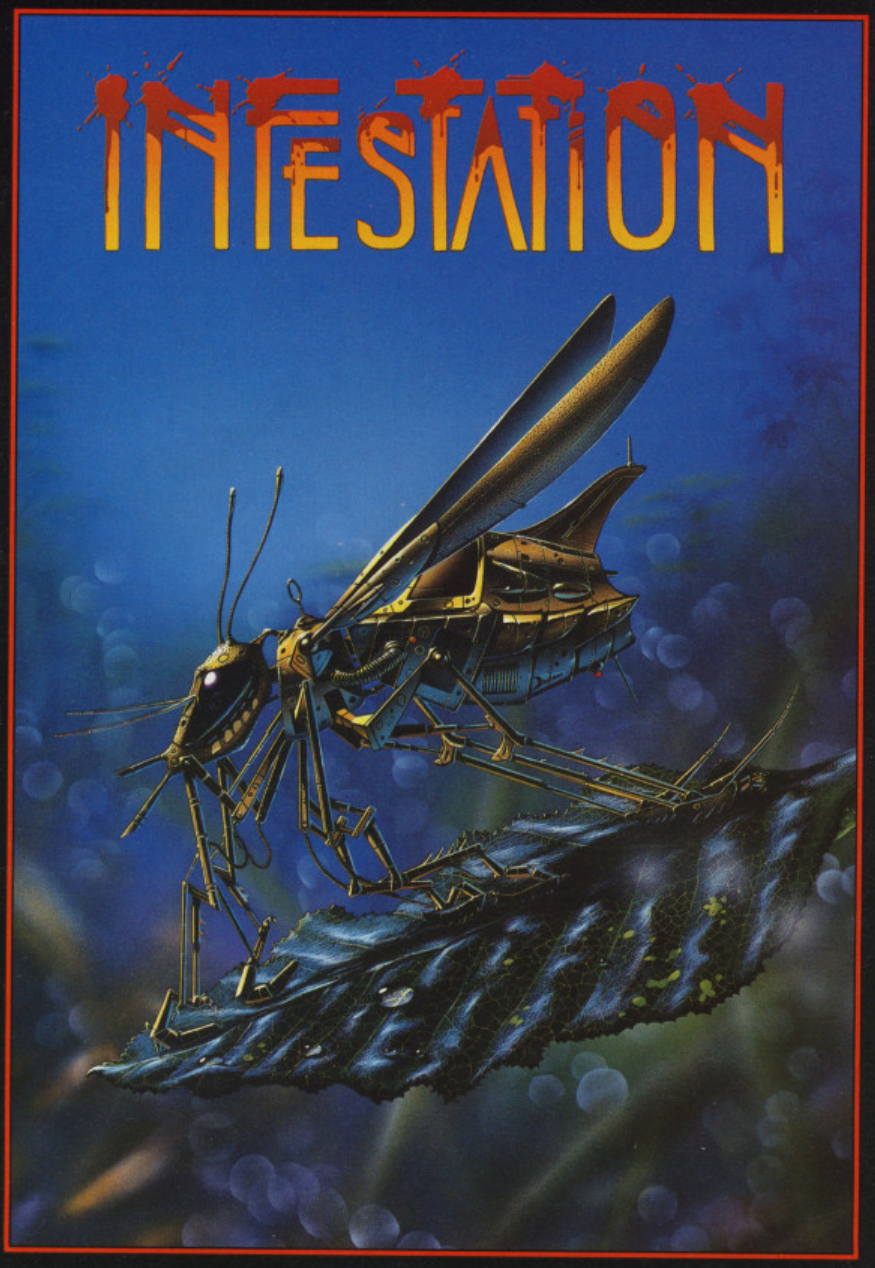
Machine Dreams can be found at the Photographer's Gallery, 5&8 Great Newport Street, London WC2 (8311772) until Nov 4.

THE SYSTEMS

Sophisticated computer imaging equipment made all the pictures in the exhibition possible. Artists were offered use of a Crosfield Imaginator II,Quantel Graphic Paintbox, and a Scitex Imager System. The Crosfield is based on a 386 PC with a colour scanner and an 8000 line per inch high resolution monitor. With a number of transparencies in memory (a 10"x8" will fill approximately 40 million bytes of data) the options exist to cut paste, redraw and superimpose. A paintbox of a staggering 6 million colours means that images can be retouched in any colour imaginable. The finished image can be output direct as a 5"x4" transparency. An Imaginator II will set you back about £50,000 if you're interested. The system is currently in use on Today newspaper and Time magazine.


POWER
DRIFT

START
AMIGA SCREEN SHOTS SHOWN
IN POLE POSITION...
It's fast... it's furious... it's POWER DRIFT!
Choose from twelve wacky drivers, like Jason the Skinhead or Jeronimo the Mohican and rev your way through 27 stomach churning circuits!
Watch the dust fly and the wheels spin as you screech over a 'roller coaster' track and wave goodbye to your opponents!
Roar over mounds of mud, drive through the desert, slip 'n' slide on snow-covered tarmac and race your way through the night to face the final lap!
CAREFUL! Power Drift is no easy ride!
If you're heading for a collision hold onto your seat and enjoy those 360 degree spins before you bump back down to earth!
Burn some rubber, put your foot to the floor and scream back to the winning post!!
ACTIVISION
SEGA
POWER DRIFT™ and SEGA® are trademarks of Sega Enterprises Ltd. This game has been manufactured under licence from Sega Enterprises Ltd., Japan. © SEGA 1988, 1989.
Marketed and distributed by Activision (UK) Ltd.
Mail Order: Postronix Ltd., Nene Enterprise Centre, Freehold Street, Northampton NN2 6EW. Tel: 0604 791771 (Quote reference ACT 1)
Consumer Enquiries/Technical Support Tel: 0734 310003



INFESTATION

Are you ready for a new level of realism in computer games? Are you prepared for an atmospheric experience you will never forget? Can you cope with super-fast solid 3D vector graphics? Will you venture into the unknown, alone, and armed only with a single pulse rifle? Can you overcome the INFESTATION?

INFESTATION takes computer games to a new level of realism. It creates a complete environment stunningly rendered in super-fast solid 3D vector graphics. You are completely free to move within the game world, examining and manipulating objects just as you would in a real world. And, as in reality, you are not alone. Only, unlike those on Earth, the other occupants of Infestation's world are not very friendly at all . . .

Your task as Kal Solar, Agent of the Interplanetary Federation, is to travel to Alpha II, investigate and end the alien threat. Your mission will not be an easy one. As well as the mother alien and its eggs, you will have to deal with hostile droids and computer systems, radioactive areas, and things unknown.

INFESTATION is a truly atmospheric experience. Don't play this game when you're alone . . . it may well be your last!

Screen Shots from the Atari ST version AMIGA/ATARI ST £24.95

PSYGNOSIS – GAMES PEOPLE PLAY

PSYGNOSIS
FREEPOST
LIVERPOOL L3 3AB
UNITED KINGDOM
Tel: 051-709 5755

Access VISA

PSYGNOSIS

SCREEN TEST

PIC CURVE POWER

The PIC – Predicted Interest Curve – is the most sophisticated reviewing tool around. Here's why...

The curve is divided into six sections, indicating the player's adrenalin level after one minute, one hour, one day, one week, one month, and one year. But this tells you an awful lot than just what your interest level will be at any given time (although that's obviously important in itself)...

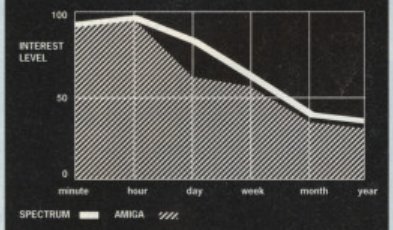
For example, a high one minute rating means that the game must look fantastic and get you all excited from the word go. That means it's probably a good game to show off to the neighbours – after all, they probably aren't going to pay attention for much more than a minute, after which they'll go back to drinking coffee and making rude remarks about 'those awful hostile games the boys play these days'.

The minute, hour, and day ratings can tell you a lot about a game too. If there's a dip here, followed by a rise, you've got a game that may take a bit of getting into – not recommended if you like to get down to something quick and easy. Alternatively, the graphics may put you off for a while until the gameplay starts to grip. Check out the PIC comment for more details.

Finally, you've got the month and year ratings. The better a game holds up here the more deserving it is of your hard earned cash.

PIC curve construction takes a lot of playing on the part of ACE reviewers. PIC curve analysis is an art in itself. The reward is knowing just what you're getting when you make the decision to splash out on *Mutant Macdonald Gettysburgers*....or *F15 Strike Eagle II* – just one of this month's excellent examples of today's software technology.

PREDICTED INTEREST CURVE



PICs give you more than a rating – they represent the entire life of a game...yes SIR!

***Star Trek V* – the legend continues on pages 52/53 as the Enterprise boldly goes over the top once again...**

DON'T FORGET THE UPDATES!

PC *Carrier Command* is this month's Truly Great Conversion, but then *Stunt Car* for the C64 isn't something to moan about either. Check out pp99/102.

THE ACE REVIEWING SYSTEM

PIC CURVES
This unique feature to the ACE reviewing system charts the interest level that a game stimulates over a period of time. The curve is accompanied by a comment to explain why it's the shape it is. Find out more in the Pic Curve Power panel on this page...

Each review also carries special 'Version Boxes' that give you details of the game's implementation on a specific machine. These boxes include ratings for...

GRAPHICS
All aspects of the game's graphics with the limitations of each machine taken into account. A good-looking Spectrum game will therefore score higher than an average-looking Amiga one.

AUDIO
The music and sound effects are rated here. A high rating is possible on even limited machines like the Spectrum and PC if the computer's shortcomings are cleverly sidestepped.

IQ FACTOR
Yes, sometimes you have to use your brain. This rating evaluates the risk of mental effort – which some people actually enjoy...Note that ACE readers are generally reckoned to be more intelligent than other human beings, so the ratings may be lower than you expect...

FUN FACTOR
Basically a measure of mindless addictiveness. Games like *Arkanoid* and *Flying Shark* require virtually zero brain power but are still remarkably addictive. Most coin-ops score well here because they are designed for instant satisfaction. Games don't have to be *either* fun *or* intelligent – they can be both.

ACE RATING
This is not just plucked out of the air but is calculated from the area under the PIC Curve. To get a really high rating a game will not only have to be very addictive but stand the test of time as well. Just because a game does not get over 900 does not mean we are not recommending it – the following is a general guide to what the ratings mean.

900+ A classic game, recommended without reservation.

800-899 A superb game, but perhaps lacking the long-term depth to last into the month and year categories.

700-799 Still highly recommended, but probably has a couple of aspects to the gameplay that take the edge off it.

600-699 The 'fair' zone, where it tends to be very good 'if you like that sort of thing'.

500-599 This still has good things going for it, but the game clearly has some noticeable problems.

400-499 Problems with gameplay and programming make this an inferior game.

300-399 Not only is the gameplay bad but the design was probably flawed in the first place.

200-299 Things are getting really serious now...

100-199 ZX81 games running on an Amiga.

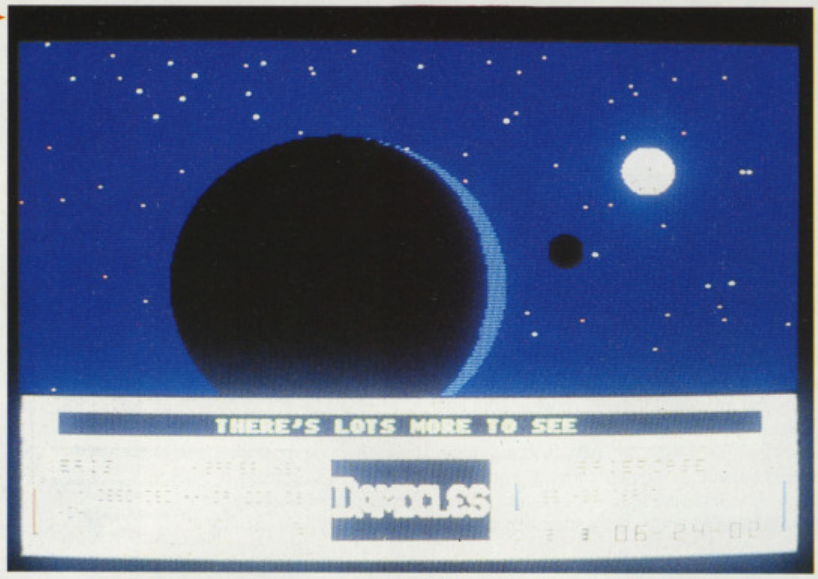
Under 100 Nothing has ever achieved this appalling level of rating. If anything ever does, it wouldn't even be worth having it for free.

VERSION BOXES
This covers version-specific information on graphics, audio, loading problems etc. If there's no box for your machine but a version is planned, it'll be covered as an update in a later issue.

THE TEAM
..includes *Steve Cooke*, one of the original editors of this award-winning magazine, known to thousands through his many other previous identities, including Zzap!'s White Wizard, The Pilgrim, and Old Baldy. ***Eugene Lacey*** is the man who put Britain's top-selling games magazine, C&VG, on the map. Luckily for us, Eugene got fed up with writing for 8-year olds and decided the time had come to tackle thechallenge of ACE magazine. As one of Britain's most experienced games journalists, his word is LAW. ***Laurence Scotford*** is ACE's new staff writer – Laurence has been playing games since he was nipper, but some of them we probably ought not to mention. There was hot competition for the ACE Staff Writer position from gamesters all over the country, but Laurence pipped them all at the post by showing that he could not only push a game to its limit, but he could push a pen too and tell you all about it.
Other reviewrers include *Kati Mamza* and *Gordon Houghton*, both of whom used to provide the reviewing talent for 'another magazine' but decided that ACE was worthier of their talents. Finally, ***Mike Pattenden*** is editor of Commodore User, one Britain's most prestigious Commodore magazines. What Mike doesn't know about software could be written on a 6502...

We don't review anything until we are 100% certain that we've got it right. We've checked them out thoroughly – now you can too.

Approaching Eris at warp speed.



DAMOCLES

Trouble with Novagen comets

DAMOCLES is a giant comet hurtling through space on a direct collision course with the planet Eris. Having successfully escaped from the planet Targ in *Mercenary* the player must stop the comet from colliding with the planet in three hours time.

To have played *Mercenary* is an advantage as the game play structure is similar, and you can save the items that you collected on Targ and use them in the new game. It is not essential though – as *Damocles* is a self contained challenge.

The first thing that will strike you when *Damocles* performs its breath taking opening sequence is the quality of the 3D effects. Paul Woakes has improved on the 3D solid vector technique employed in *Mercenary* with greater speed, smoothness, and detail. The excellence of *Damocles* graphics – with its sunsets, landscapes and architecture provides further evidence of David Braben's (author of *Elite* and *Virus*) claim in last month's ACE that there is still a long way to go in 3D on 16-bit computers.

Paul Woakes was one of the people who pushed the limits of 8-bit 3D gaming. *Damocles* will do the same in the 16-bit area – though Novagen regrets that it's not going to be able to implement the game design on 8-bit machines. Bad news for the loyal army of C64 owning *Mercenary* fans.

Into Eris's outer atmosphere.

Novagen claims that "if *Damocles* had a care for the mechanics of flying, it would be the best 16-bit flight simulator ever". When you are flying into one of the Space Centre's on one of the nine planets in orbit around the star Dialis it's difficult to dispute this claim. But whether Novagen's boast is true or not doesn't really matter as the main attraction of *Damocles* is in the game challenge itself, rather than in the speed and realism of its 3D graphics engine.

Like *Mercenary*, *Damocles* has a large chunk of adventure in it. There is no set way of stopping that comet. There are a number of ways of doing it – some easier than others – even one that enables you to prevent the collision seconds before it happens.

The similarity with *Mercenary* and with adventure games ends in the use of objects. There are dozens of these to found and examined on the nine planets and their 19 moons - and you will need to use a good deal of them if you to are to prevent the catastrophe on the beautiful watery planet of Eris.

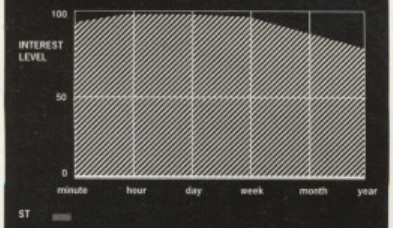
When an object is picked up it appears in the Damocles window in the centre of the ship's control panel. Instructions on how to use it can also be brought up in this panel. To say too much about the combination of objects and how to use them would spoil the game – but as an illustration of the type of objects and there sophistication there is the camera. You can use this fully, taking remote control over it if you so desire. You may want to set up surveillance on one of the moons to watch the progress of the comet. This is possible with the video camera. You may even want to watch the catastrophe taking place if you have failed in you first attempt. This is easily done by placing a camera on a nearby planet, or one of Eris's moons.

It is also possible to take remote control of the ship if you wish to watch it performing a landing, firing its lasers at something, or simply flying into a sun set.

Exploration of the buildings is a large part of the gameplay. There are a lot more of these than in *Mercenary* and they are lot much bigger – many of them with lifts, stacks or corridors, windows and doors.

Some of the more notable buildings are the windmill (looks idyllic as its sails slowly turn against the back drop of the setting sun), parliament building, bars, shops and space centres. The really neat thing about the buildings is that you can peer out through them at

PREDICTED INTEREST CURVE



***Damocles* is so open and easy to get into, has a challenge that you can do in different ways, ignore if you want to, and still enjoy.**

ST VERSION

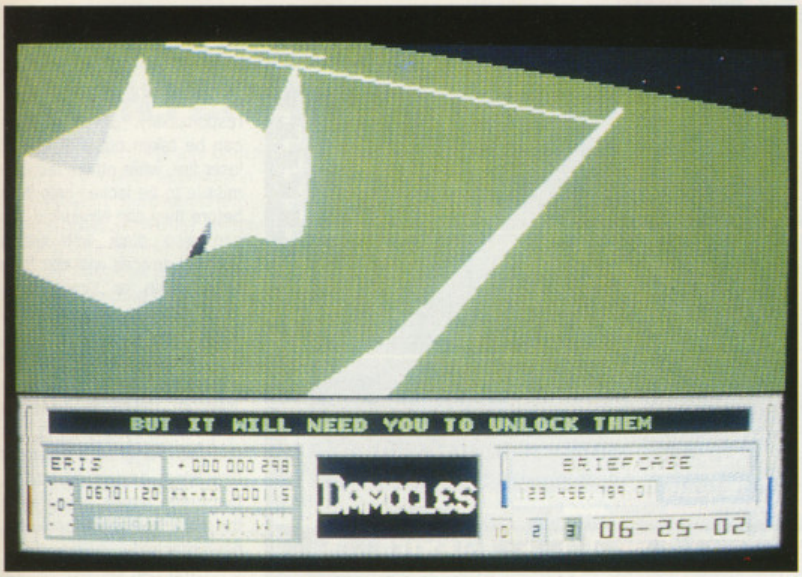
Novagen has stretched the ST to its limits in *Damocles*. The speed of 3D imaging has to be seen to be believed – and without any loss of accuracy in the graphics. The ST has to support powerful maths routines to simulate the sunsets, movement of the planets, and the 3D world of Damocles – all of which it handles admirably. Colours are dramatic and convincing. Good, though sparse, use of sound.

GRAPHICS	9	IQ FACTOR	9
AUDIO	7	FUN FACTOR	9

ACE RATING 935

RELEASE BOX

ATARI ST	£24.95dk	IMMINENT
AMIGA	£24.95dk	IMMINENT
IBM PC	£TBA	SPRING



The Parliment building - where you will be briefed by the president.

any time and see the world just as you left it. If you park your ship out side the bar you can look at it from the the window. The relationships of objects to each other is always accurate – however much you manipulate these objects. It is this that makes for a totally believable world. A world that looks the same from whatever angle you explore it. The best illustration of this is the shop window. If you go inside the shop and place a table in the window you can then come outside of the shop and see that table exactly where you placed it. That may not sound like anything that marvellous – but when you consider that it is all happening in 3D, without any whirr of the disk drive, interruption of the screen action, and maintaining the positions of all the other objects on screen relative to the table and everything else in the picture, then you can understand that this is a gameplay system far more powerful than anything else like it. There isn't really anything like it in fact – save possibly *Darkside*, but this doesn't have the control over objects that is possible in *Damocles*.

Time is very important in *Damocles*. Not just because seconds are ticking away before the comet crashes into Eris, but because time travel, from planet to planet, and around individual planets, is all weighted against the real time that you have to achieve the mission.

Very little is given away at the beginning of the game. You have to discover the secrets and clues as you explore the planets and cities. The cities themselves have connecting road networks and there are land vehicles to use if you so desire. I preferred flying low over the roads, but race fans might fancy a bit of speeding along the alien roads.

To help you unravel the mystery of Damocles and stop that comet you have your old friend from *Mercenary* along with you – Benson, the 9th generation PC.

Benson communicates with you through a message panel on the ship control panel. He has stacks of wry observations, hints, clues and amusing asides – which help to lighten the slightly lonely, solo world of Damocles.

Damocles has everything – the thrill of discovery, the fun of exploration, a totally believable world, a tough challenge, and even the odd bit of blasting. It could well become an all time classic, up there in the Premier League with games like *Falcon*, *Carrier Command* and *Elite*.

● Eugene Lacey

INTERPHASE

Image Works dream of a game

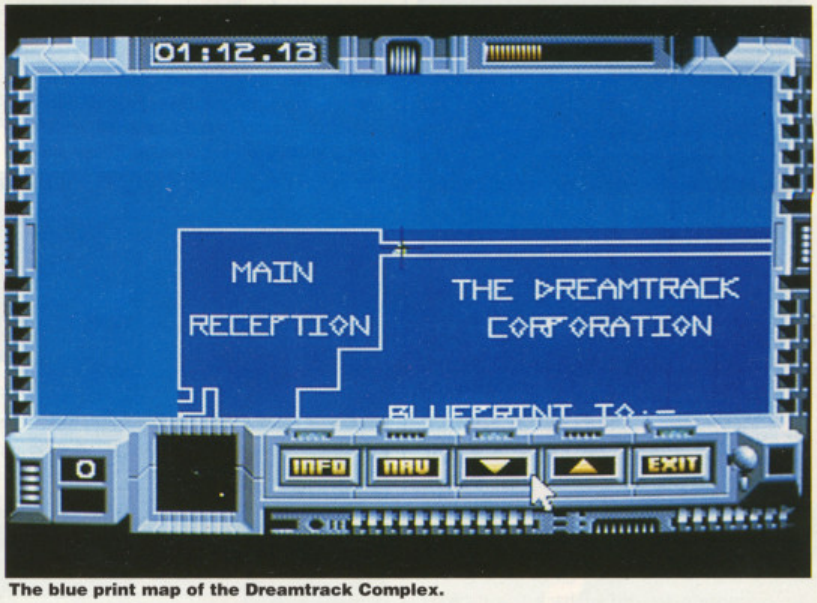
NEUROMANCER provided the inspiration for *Interphase*. The famous cyberpunk world of hi-tech dreams, created by the cult sci-fi novel, is what *Interphase* is all about.

The game supposes a world where the leisured classes have given up on computer games, grown tired of the latest theme parks, Acid house banquets and turned, instead, to the roller-coaster netherworld of the DreamTracks and Dream Recording.

The DreamTracks are the play missions of *Interphase*. Supposedly recorded by the big corporations of the future to keep the masses safely engaged in pointless leisure so that they can be more effectively exploited – it is down to you, Chadd, to get and destroy the MasterTrack to end this subliminal thought control.

What this impressive, if unoriginal, game scenario gives rise to is a 3D arcade adventure – a seek, blast, and explore challenge on the lines of *Star Glider II* or *Damocles*.

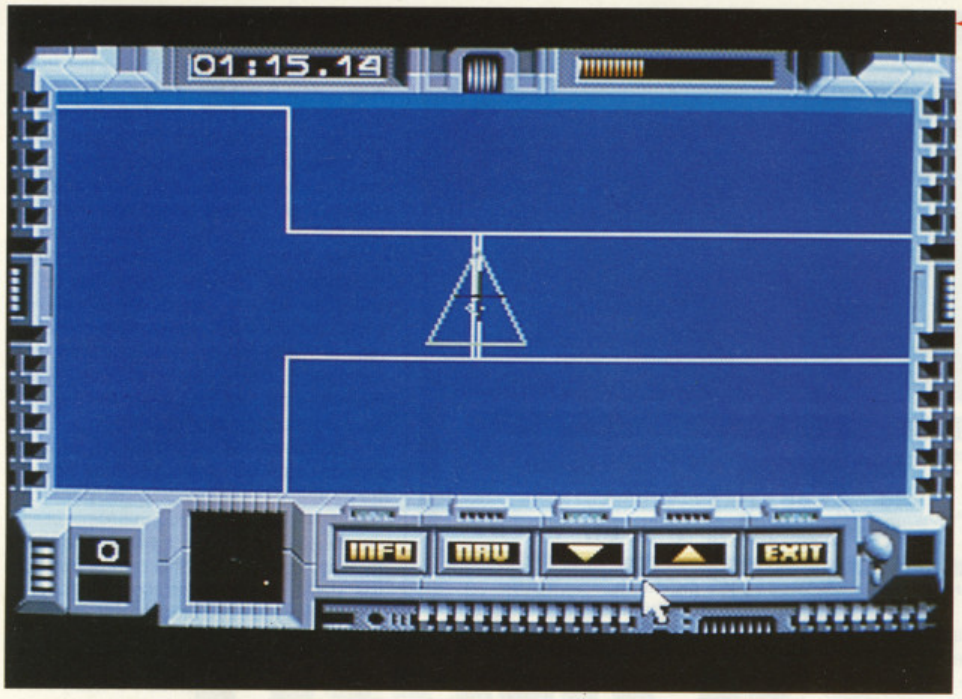
RELEASE BOX		
ATARI ST	£24.99dk	IMMINENT
AMIGA	£24.99dk	OUT NOW
IBM PC	£24.99dk	December



The blue print map of the Dreamtrack Complex.

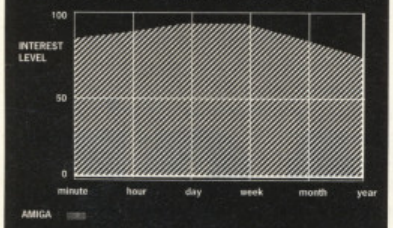
The advantage *Interphase* has over these two games is its ability to switch out of 3D mode into a 2D map and control screen – where you are given instructions and information on targets that you have to seek out and eliminate.

The map and information screens are a delight. You can zoom in and out of the blue



Zooming in on the blue print.

PREDICTED INTEREST CURVE



Interphase is tough. A good number of hours, saved games, and work on strategy will be needed to destroy the MasterTrack

AMIGA VERSION

A great assortment of eerie buzzes, bleeps and hisses helps enhance the strange world of *Interphase*. The filled vector graphics work swiftly and smoothly and combine lots of detail with plenty of animation.

GRAPHICS	9	IQ FACTOR	9
AUDIO	8	FUN FACTOR	8

ACE RATING 915

print to look at certain objects within the dream track, such as a surveillance camera or a security door – click on the mouse for more information and you are given an animated 3D view of the object with a print out of information on that object. You need this information if you are to get anywhere in *Interphase*. The blue print screens also enable you to communicate with your girlfriend who has penetrated the the system, and is attempting to steal the control MasterTrack so that it can be destroyed.

Flight controls are implemented via the mouse and they do take a bit of getting used to. By pushing forward or back – and taking

The tunnel screen. You must survive this to get into the Dream Track.

your finger on and off the mouse button – you can fly forward, backwards, accelerate, decelerate, bank left, right or stop. The feeling is very much of a flight-sim as you explore the innards of the DreamTrack computer system.

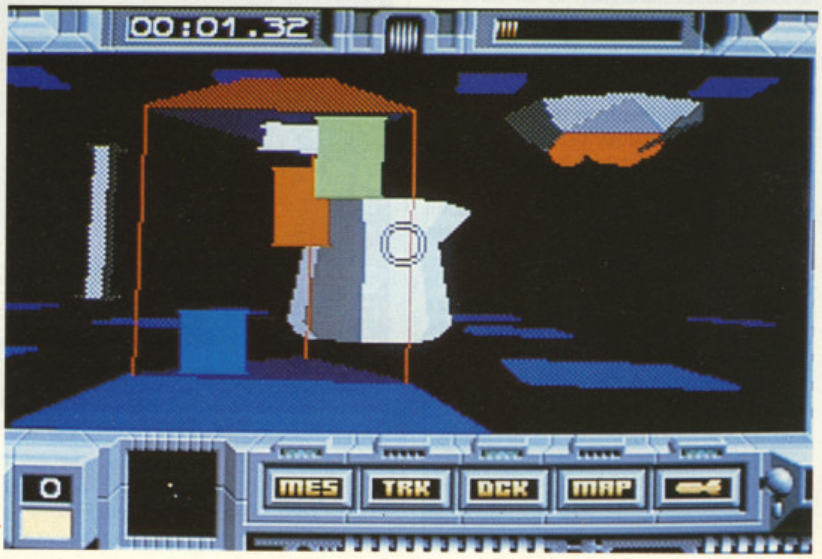
As well as all the cameras that you will have to take out of commission to give your partner room to manoeuvre there are also stacks of ground based and airborne defence craft operating in the computer. These are your responsibility. Some of them can be taken out with straight laser fire, while others require a missile to be locked onto them before they can eliminated. You can also dock with certain security devices and alter them from within or simply move them out the way with your tractor beam.

To help you find your way around the computer there is a 'Navcom' device to guide you to the object you need to work on. This works by a system of directional arrows as you fly, two green arrows appear when the item 'Navcomed' onto has been reached.

You can fail your mission by running out of energy, or if your partner is caught by a robot or steps onto a high voltage floor. It is therefore crucial to keep a constant check on the girl's progress and whereabouts using the blue print – so that you can protect her and clear the path for her, and guide her safely to the MasterTrack.

She is carrying a small transmitter which she can use to send messages, but you cannot communicate with her directly and of course, the DreamTrack computer will also be aware of any messages she sends out. It is therefore essential to become quick at carrying out manoeuvres. You have to constantly monitor what is going on and react to it if you are to succeed in your task.

The various objects that protect the DreamTrack computer are excellently drawn, and there is a good deal of fun to be had when you first get the game just following them around, lobbing missiles at them and working out what they are all for. Hardly anything is there just for show. There are Turntables for example at certain junctions that you can manipulate to guide your partner in the right direction, Cloning Plants constantly churning



A generator - use it to top up energy.

DAMOCLES VS INTERPHASE

Damocles and *Interphase* both feature some of the best 3D programming currently available in 16-bit games. They are the new standard, with *Starglider II* and *Interceptor* stepping down the pecking order. Both offer an absorbing strategic challenge, both will have rave reviews in just about every magazine you pick up, they cost the same and are both on the shelves of your local soft shop around about now. So which one do you spend money on? Most magazines will cop out on this question – raving about both of them, with the implicit suggestion that you should buy them both. This is of course a luxury that few of us could afford, so at ACE we will not conveniently avoid a comparison that so obviously needs to be made. We think *Damocles* is the better game for the following reasons. It is more open ended than *Interphase*. There is no set way of winning – indeed you can still play the game and derive a great deal of enjoyment from it even if you ignore the comet hurtling towards the planet Eris. It is packed with secrets that you will discover slowly, as you play it over a period of time. *Damocles* is also far easier to get into, but every bit as tough to beat as *Interphase*. The comparisons of the speed of the 3D techniques are not really relevant as both games achieve the highest possible standard in this department. *Damocles* may be slightly prettier, but this too, is a matter of pure taste. The main reason we put *Damocles* ahead of *Interphase* is because of the quality of the game design – more challenging, more absorbing and ultimately more rewarding.

Security door to next level.

out droids that it is sensible to close down, and energy sources that you need to locate to replenish your own supply.

What is particularly nice about the various structures and defence systems inside the DreamTrack computer is that almost everything has moving parts. The effect is of a factory in full production. The reality of most computers is the complete opposite of this of course, as they are in reality a static electronic world of circuits and chips, but the effect in *Interphase* is totally convincing despite this, a sort of surreal electronic world out of control – which fits exactly with the scenario of the game.

Interphase is a fast and furious challenge. You need to think quickly, and you get a genuine feeling that the computer you are competing against is thinking equally quickly.

Like *Damocles*, *Interphase* has had two years of intensive effort spent on it. Graphics are 'state of the art' 3D and the gameplay and plot have been thoroughly worked through to provide an entertaining, lasting challenge that is sure to stack up with *Xenon* and *Speedball* as one of Image Works best titles to date. Highly recommended to gamers who want all of the thrills of aerial combat with a cerebral element as well.

● Eugene Lacey

SOCCER MATCH
KENNY DALGLISH
FREE WIN A TRIP TO ANFIELD
OUT IN OCTOBER ON ATARI ST CBM AMIGA
IMPRESSIONS

STAR TREK V

MINDSCAPE boldly go where most softcos cock up...

STAR Trek has a chequered past as a computer game, which is odd when you consider how ideally suited the Trekky storyline is, and how much scope there is for building gameplay around the Starship Enterprise. Firebird were responsible for the biggest Trekky cock-up of all with a game that seemed to get lost in a black hole in mid-development – emerging about four years too late to universal indifference.

The good news is that Mindscape have finally unlocked the potential of Star Trek with this new game, launched at exactly the same time as Star Trek V goes on general release – uncharacteristically good timing for a new Star Trek computer game.

The game is based closely on the storyline of the film – the renegade Vulcan Skybok has taken command of the Enterprise and is steering her on a course through the Great Barrier to the centre of the galaxy. Battered, and low on energy, Enterprise is pursued by a Klingon Bird of Prey – closing at warp speed and loading its torpedoes.

As Captain T Kirk it is your mission from Starfleet to deliver three Ambassadors to a safe planet. Interacting with your crew – Scotty, Uhura and the redoubtable Spock – you have to take decisions quickly to complete the mission. Advanced control of the Enterprise is possible with a large, simulator-style manual explaining all of the systems at Captain Kirk's fingertips.

The key controls, requiring careful monitoring, are the weapons systems – Phasers, Photon Torpedoes, and Shield strength. The status of these is represented by bar graphs on the Enterprise main control panel. Each of these has its own targeting system – and this too, needs to be fully understood to deal with the various enemy ships that Enterprise will encounter in its adventure.

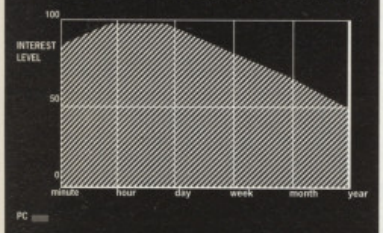
Various engineering displays and 'Power Available' reports can be checked to make certain of your exact status before taking an action and – if things look really bad – you can rely on Scotty or Spock to appear on the main display in person to point out any dangers or problems.

The first problem for Kirk to deal with is to manoeuvre safely the Enterprise through a 'worm hole' close to the great Barrier – with minimal energy available on board. This is

As you can see, the graphics on the PC version really do the game justice.

RELEASE BOX		
ATARI ST	£24.99dk	EARLY '90
AMIGA	£24.99dk	EARLY '90
MAC	£34.99dk	IMMINENT
IBM PC	£34.99dk	IMMINENT

PREDICTED INTEREST CURVE



There is enough in it to keep you coming back for many a light year.

good practice in steering the ship – the 3D effect being created by a series of concentric circles emerging from the screen, swaying about all over the shop, causing serious damage to Enterprise should you collide with them.

It is not all bad news in the 'Worm Holes' though, as you might spot some Dilithium Crystals floating in the void which you can Tractor Beam aboard to replenish your energy supplies.

PC VERSION

Graphics rival the Amiga and ST in VGA mode. Even EGA is pretty gasp-worthy. The gameplay is the thing, though – well thought-out to provide absorbing and challenging hours of fun. For this reason it should entertain on whatever system you have. A must for trekkies – and an entertaining space strategy/simulator for everyone else. The only let-down is the sound – but that's the PC for you.

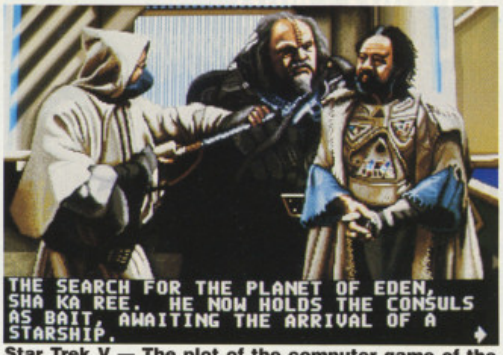
GRAPHICS	9	IQ FACTOR	7
AUDIO	4	FUN FACTOR	8

ACE RATING 930

Not all of the action takes place aboard ship, which provides welcome relief from monitoring all of Enterprise's systems. You will in fact find yourself in hand-to-hand combat with the Klingon Commander Klaa, on the planet of Sha Ka Ree. Klaa is a tough adversary – one of the finest Klingon Commanders – but you must be careful not to kill him, capturing him instead and bringing him aboard the Enterprise to enjoy the "hospitality of the Starfleet".

The Klingon Bird of Prey is an awesome ship – far larger than the Enterprise and armed to the teeth. One of its trickiest manoeuvres is to lay a Gravatic-Planar Minefield around the Enterprise – requiring a careful use of Weapons, sensors, and Navigational controls to blow a hole in the GPM to escape. To practice some of the trickier manoeuvres required to beat the Klingon challenge a Mission Simulator is provided.

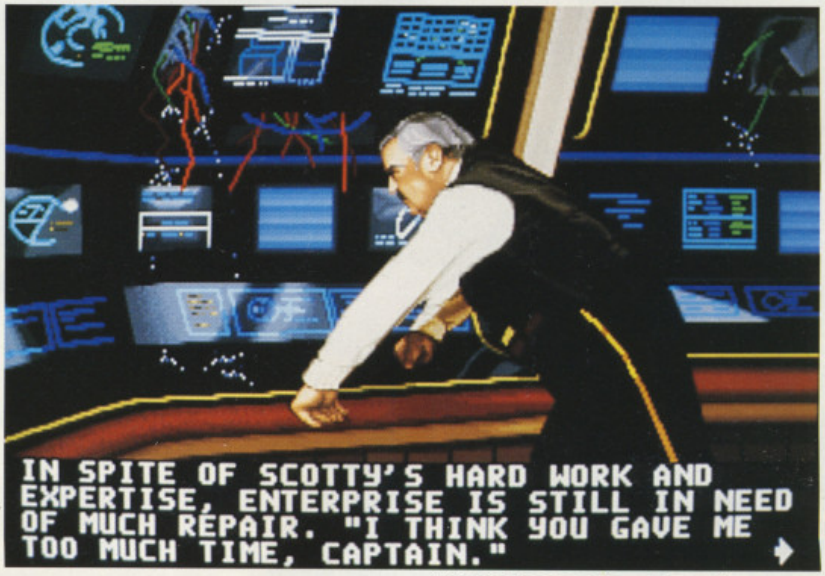
One of the best aspects of *Star Trek V* is the feeling of command over the Enterprise that is created. This is something that the earlier interpretations failed to achieve. It is the



Star Trek V — The plot of the computer game of the movie begins to unfold in glorious technicolour (on EGA in this case).

faces of Uhura, Scotty, and Spock that make the crucial difference – as well as the number of orders you can issue. Scotty, for example, can be ordered to Stand By (Cease current activity and await further orders) Fire At Will, Arm or Disarm Phasers, Raise or Lower Shields, Arm Photon Torpedoes, Damage Controls (Effect immediate Repairs) or Repeat Last Statement.

A similar level of sophistication in commands is possible with other key staff. You



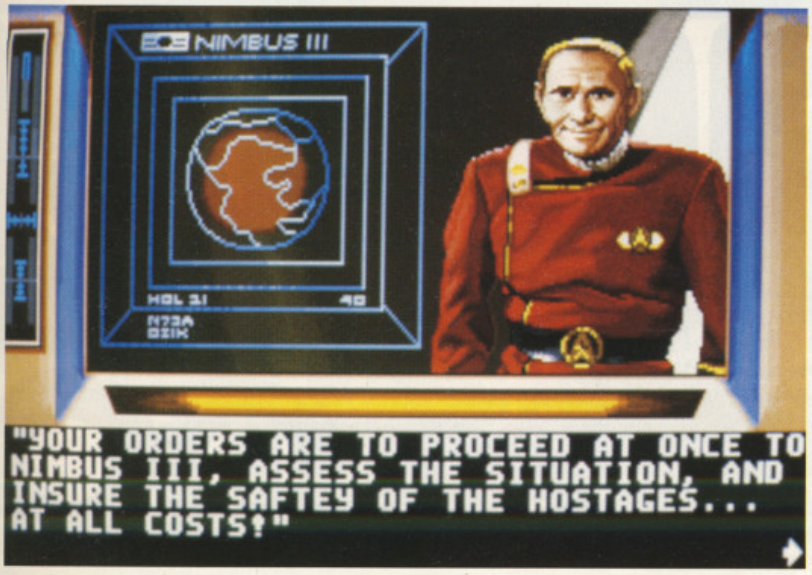
"It's noo good cap'n — the engines canny take any moor..." Classic Trekkie stuff as Scotty gets down to work.

really feel as though you were in charge, with the safety of the Universe resting on your shoulders.

Graphically *Star Trek V* is superb. From the rolling intro screen with its pretty static screens that set the scene – adventure style – right through to the animation in the game itself, a high standard is maintained.

The film may not have won major accolades from the film critics but that won't matter a jot to computer-owning Trekkies – as this is easily the best interpretation of Star Trek yet. Mindscape have successfully gone where plenty of other software houses have regretted going – and emerged without Klingon egg on their faces.

● Eugene Lacey



'It's for yoohoo...' Yep, it's Star Fleet command on the line with your orders.

THE ULTIMATE

six exciting action sequences put you in control of Elliot Ness's elite squad of mafia-busters.

ALLEYWAY SHOOTOUTS

THE BORDER RAID

The Railway Station confrontation and Warehouse bust culminating in the thrilling denouement of a

ROOFTOP DUEL

as you re-live the knife edge existence of Ness in his struggle against the retribution of Capone!

THE UNTOUCHABLES

LIVE AN AMERICAN LEGEND

"a fine example of how to do the job properly ... a cracking conversion ... easily one of the most successful licences to date"
Sinclair User

SINCLAIR USER CLASSIC

"an absolute corker of a game ... as smooth and polished as you can get, animation is top notch ... a brilliant film conversion"
Your Sinclair

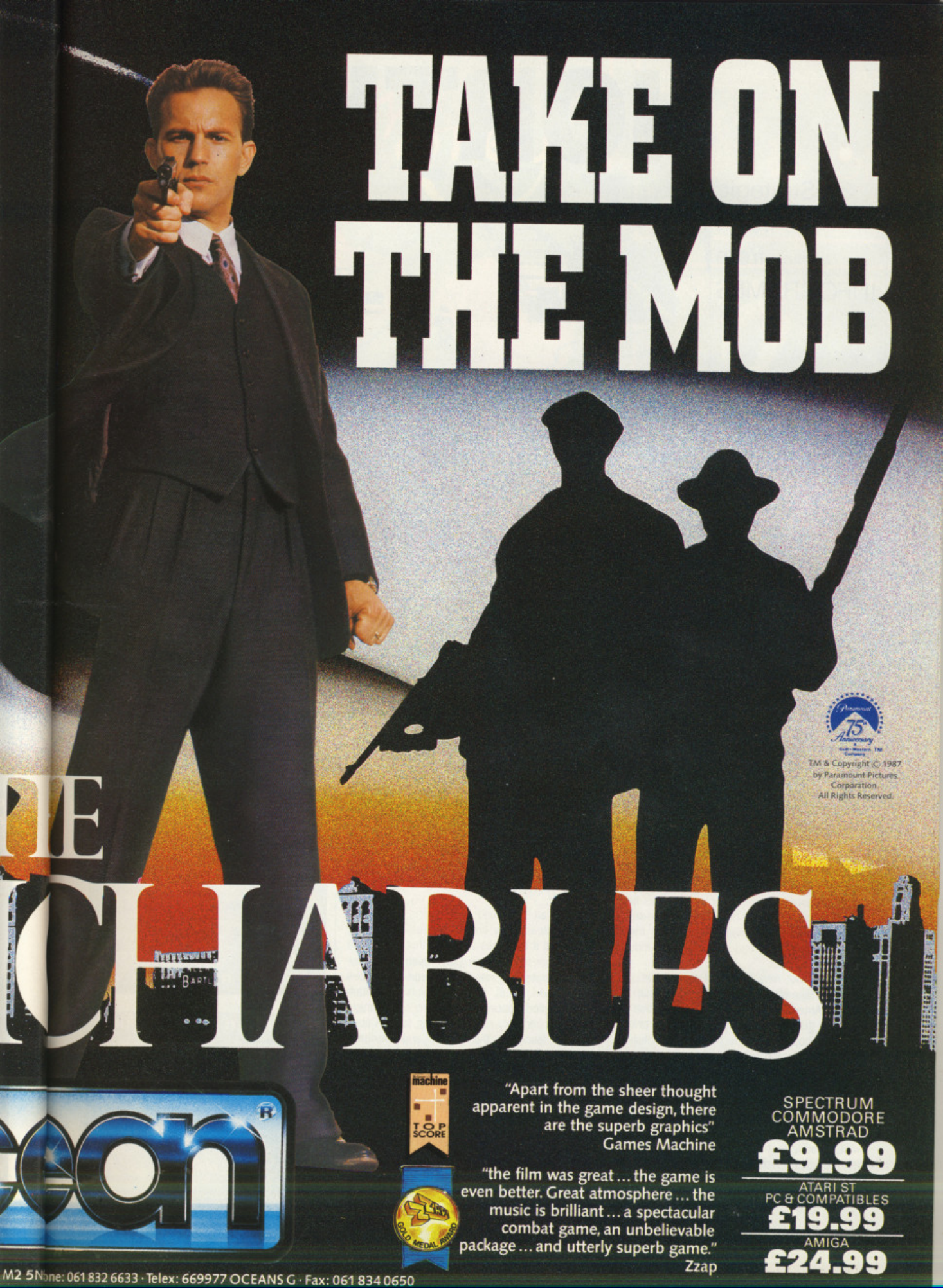
YOUR SINCLAIR MEGAGAME

OCE

Ocean Software Limited · 6 Central Street · Manchester · M2 5he:

TAKE ON THE MOB

THE UNTOCHABLES



"Apart from the sheer thought apparent in the game design, there are the superb graphics"
Games Machine

"the film was great ... the game is even better. Great atmosphere ... the music is brilliant ... a spectacular combat game, an unbelievable package ... and utterly superb game."
Zzap

SPECTRUM
COMMODORE
AMSTRAD
£9.99

ATARI ST
PC & COMPATIBLES
£19.99

AMIGA
£24.99

M2 5N one: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650

NORTH & SOUTH

Strategic ooh-la-la from INFOGRAMES

BASED on a series of Belgian comic books entitled Les Tuniques Bleues, North And South is an interpretation of the American Civil War. The choice to play either Yankees or Confederates is yours, with the battle taking place during one of the four years of the war at one of three levels of difficulty.

However it becomes obvious from the outset that this isn't a run-of-the-mill hexagons and squares affair... A wildly animated ghost rider in the sky bugles the title tune, and being able to 'tickle' the option screen photographer's buttocks with your pointer for a 'laugh' is indicative of the general nature of the game. In translating the comic to computer, Infogrames has managed to capture the humour - and thrown in an extra mirth-making feature for good measure... namely an abundance of guffaw-inducing sound effects.

Troop movement and most of the strategic decisions take place on a single screen map of relevant American states, with the objective of removing the opposition from sight. Your priority is to occupy enough territory to establish a rail supply line and subsequently fill your safe and in turn buy new troops. Occupation of territory inhabited by enemy troops means war. A brief animated sequence of one side firing a shot into the ranks of the other is shown and the fighting commences...

Gun-toting foot soldiers, sword-bearing cavalry (complete with bugle tune) and cannons are at your disposal, with control of each transferred when appropriate. Boulders, trees, canyons and rivers disturb troop formations, but can also be used to an advantage. Out of all the North And South's arcade games, the battle sequence is the most amusing - which is fortunate as it's played the most often.

Less interesting though is the horizontally scrolling race to capture a fort when you invade a state occupied by an enemy flag. A rendition of Yankee Doodle plays as you run, with each note corresponding to your footsteps. Avoiding obstacles and explosives and punching soldiers is the order of the day, with a time limit represented by a 'boinging' boot (you) against the clock (tick tock). The process of hijacking an enemy train after occupying an area containing a supply line is much the same, only you perform death-defying leaps from carriage to carriage in an attempt to reach the engine.

Now all this sounds like gallons of fun - and it is. At least it is until the jokes stop being funny and it becomes apparent that there's not much room for strategic play - even when playing an strategic game (the arcade sequences are played for you). The three levels of computer controlled opponent represent a challenge, sure, but certainly not in the long term. Catastrophes (such as the Indians and Mexicans occasionally taking offence to military presence), storms (freezes troop movement for a month) and supply ships to replenish ailing forces are all very well, but none of these aspects makes up for the small play area and limited gameplay.

North And Sound is rich in visual and aural quality. A comic-book feel is prevalent throughout, with select scenes appearing in panels. But there's just not enough flexibility for gameplay - playing area limited

● Brian Nesbitt

RELEASE BOX

ATARI ST	£24.99dk	OUT NOW
AMIGA	£24.99dk	IMMINENT
IBM PC	£TBA	TBA

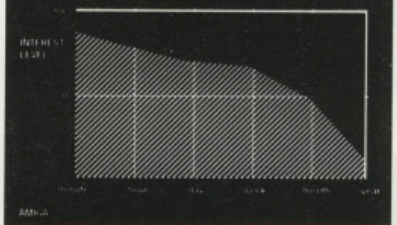
AMIGA VERSION

Exquisite presentation generates a suitable comic-book feel throughout. Stylish visuals combined with plenty of suitable sounds and jingles provide a treat for the eyes and ears, but this is inadequate compensation for the gameplay limitations. The two player head-to-head option saves the day... just.

GRAPHICS	9	**IQ FACTOR**	8
AUDIO	9	**FUN FACTOR**	8

ACE RATING 721

PREDICTED INTEREST CURVE



Limited play area restricts lasting interest of an otherwise slick, black-humoured wargame.

Blood Money

Amiga Screen Shots.

NOW AVAILABLE ON THE ATARI ST

AT OVER 90% THEY CAN'T ALL BE WRONG!

ST ACTION
"Demands your undivided attention and sets your pulse racing. Quite simply the best ST.Shoot 'em-up to date. Exercise your greed in this supreme arcade experience."

GAMES MACHINE — 'STAR PLAYER' 90%
Irridescent, irrepressible and utterly playable. In one player mode it's great, in two it's incredible fun."

ZZAP—'SIZZLER' 94%
"Blood Money ranks as an all time Zzap Office favourite."

AMIGA FORMAT—'FORMAT GOLD' 92%
"This game is so visually brilliant and possesses those classic addictive qualities, that once you've picked up your joystick you just won't want to put it back down again."

SMASH MAGAZINE—'GOLD MEDAL AWARD'
"Graphics 10 Sound 10 Motivation 10 Value 10 – A perfect score!"

PSYGNOSIS — GAMES PEOPLE PLAY

AMIGA/ATARI ST £24.95

PSYGNOSIS
FREEPOST
LIVERPOOL L3 3AB
UNITED KINGDOM
Tel: 051-709 5755

Access VISA

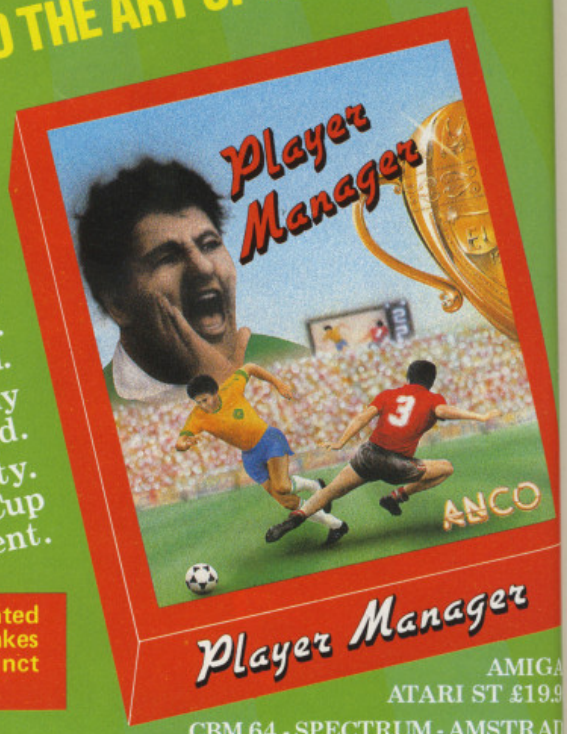
PSYGNOSIS

Player Manager

BY DINO DINI

BRINGS THE QUALITY OF 'KICK OFF' TO THE ART OF MANAGEMENT

* Play the BEST soccer simulation. Blistering Pace - Pixel Perfect Passing.
* Unique facility to design your own TACTICS.
* Over 1000 individual players each with a unique combination of attributes.
* A lively transfer market. Haggle for the best deal.
* Focus camera on the ball or any player on the field.
* Load and Save game facility. League and Cup tournament.



AMIGA
ATARI ST £19.9
CBM 64 - SPECTRUM - AMSTRAD
ATARI 800 £9.95(Cassette) £14.95 (Dis

Bring Back The Glory Days, the brief of the newly appointed PLAYER MANAGER, an International class player, as he takes charge of a third division club. His success depends on four distinct aspects of the game.

PLAYING SKILLS OF THE MANAGER

This part of the game is a refined version of the KICK OFF, retaining it's pace, flavour and the universally acclaimed game play. Play in your position or control the nearest player. The first option combined with a tailor made tactics can play havoc in the opposition goal mouth.

MANAGERIAL SKILLS

Devising winning tactics, acquiring players with right skills from the Transfer market and selecting a well balanced team is the test of his Managerial skills. When to hang his boots up is the toughest decision he has to make.

TACTICS

Four well proven tactics are provided to suit most situations but you can design your own tactics. See the tactics in action using the Ray Trace facility.

THE PLAYERS

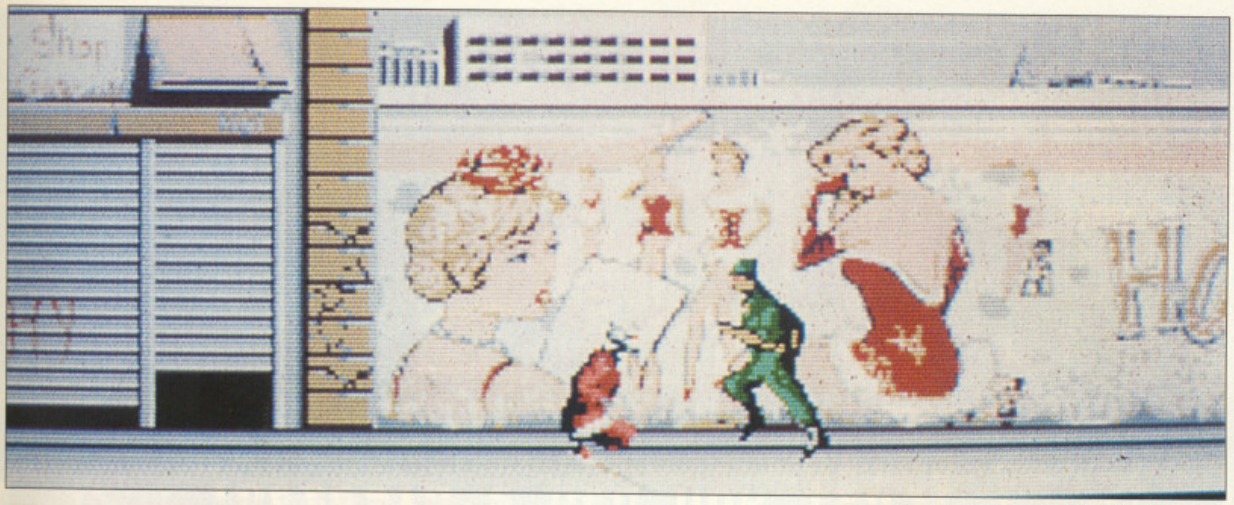
Over a thousand players in the four division league Each player with a unique combination of th following attributes: SHOOTING ACCURACY PASSING ACCURACY, PACE, STAMINA, APPLI CATION, AGGRESSION, HEIGHT and TACKLIN SKILL.

These attributes are influenced by the player' Age, Mental and Physical Dexterity, Quality o Experience, Weight, Temperament and Morale There are several other factors such as injury disciplinary points, unsuitable playing positio which influence a player's performance.

Hosts of other factors like referees, injuries, disciplinary problems, team morale etc. can lay to waste the best laid plans of a manager. The PLAYER MANAGER brings everyday realities of a Manager's life, his talents as a manager and a player into a sharp FOCUS. THE FOCUS IS ON YOU.

ANCO

ANCO SOFTWARE LTD., UNIT 10, BURNHAM TRADING ESTATE, LAWSON ROAD DARTFORD, KENT. Mail Order by Cheque, Postal Order, ACCESS or VISA
Telephone No.: 0322 92513/92518. FAX No.: 0322 93422



NINJA WARRIORS

VIRGIN try some metallic espionage...

WHEN I mention the name *Ninja Warriors* to you, your first reaction is bound to be 'Oh , wasn't that the scrolling beat-em-up coin-op that used a three screen system similar to *Darius*?'. No? Ah well, *Ninja Warriors* isn't exactly in every arcade across the globe. But a coin-op it was, and a conversion this is.

The world is, as usual, in distress. An evil dictatorship has, as usual, overthrown the system, and everywhere, as usual, lies peril. The country's only chance is to somehow kill the dictator, but – as usual – no-one wants to draw the short straw. All the bravest men in the land lie either slain by one of the dictator's foul mutated creatures or cowering in fear. Who can save us now?

The immortal robotic Ninja Warriors, that's who. Nobody knows how they came about, or what their real purpose is, but one thing's for sure, they're the only one's who can save the day.

As a game, *Ninja Warriors* is pretty simple. You are one of the robotic warriors, at first armed with a limited supply of shuriken, who has to travel from left to right across six l-o-n-g scrolling levels before you reach the boss, whose throat you have to slit. Along the way you come across loads of different enemies, including hunchbacks who pack a mean punch, fire breathers with the power to disappear and appear at will and a massive sherman tank, to name but a few.

The graphics are arcade perfect, and for a game of this size, that took some clever programming (see box).

As a beat-em-up, it's great. There's lots of variety both in the backdrops and enemies, so it takes a while to get bored, and it's learnable, menaing you can get a little further every time.

A fine arcade version from the people that brought you *Silkworm* and *Continental Circus*. I can't wait to see *St. Dragon*.

● Tony Dillon

ST VERSION

Perfect coin op graphics, complete with a great soundtrack make an attractive game, and that linked with the fun you'll have playing it makes it a sure winner.

GRAPHICS	9	IQ FACTOR	4
AUDIO	7	FUN FACTOR	8

ACE RATING 830

C64 VERSION

The graphics and sound aren't as hot as the ST, naturally, and the disk multiload system has been dropped. Still a great looking game and a lot of fun to play...

GRAPHICS	7	IQ FACTOR	4
AUDIO	6	FUN FACTOR	7

ACE RATING 825

RELEASE BOX

ATARI ST	£19.99dk	December 7th
AMIGA	£19.99dk	December 7th
SPECTRUM	£9.99cs • £14.99dk	December 7th
AMSTRAD	£9.99cs • £14.99dk	December 7th
C64/128	£9.99cs • £14.99dk	December 7th

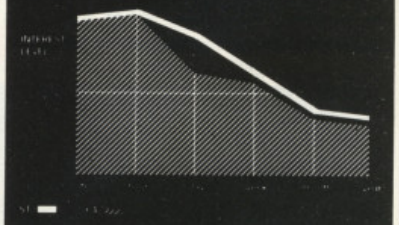
CODING CHALLENGE

Sales Curve, being the perfectionists they are, were hit with a pretty tough obstacle when they started to program the graphics for *Ninja Warriors*. There were too many of them. The backdrop, for example, never repeats, so they couldn't block it out like you can with most games, and to just place it in resident memory took too much memory, so this is what they did. By using a clever form of diskloader, the game can load in areas of backdrops and enemy sprites as it needs them, essentially making the disk drive a limited access ROM.

'We have used a similar method before on *Silkworm*', explains Dan Marchant from Sales Curve, 'On the Amiga version, the game actually loads in the end sequence as you are flying through the last level. Of course, *Ninja Warriors* is a much improved version of that, and *St. Dragon* will be a much more improved version.'

With so much extra graphic memory, Sales Curve have not only been able to take all the backdrops directly form the coin-op and scale them down to Amiga/ST resolution, they've also been able to take all the sprites, complete with all frames of animation intact, a feat never before accomplished. What you end up with is a coin-op quality looking game.

PREDICTED INTEREST CURVE



The graphics of the ST version, plus the slightly lower difficulty level makes it just a touch longer lasting than the 64 incarnation.

OMNICRON CONSPIRACY

IMAGEWORKS conspire to bring US humour to British adventurers...

THERE seems to be a trend in the states at the moment for zany adult adventures in which the emphasis is clearly on light-hearted gameplay and off-beat humour. Sierra On-line have probably explored this genre to a greater extent than most development teams, with titles like *Leisure Suit Larry*.

Now First Star Software have made a contribution with *Omnicron Conspiracy*. You take on the persona of Ace Powers, a star police captain who has been assigned the task of investigating an inter-galactic drug ring. You begin aboard your ship, where your PAL (Personal Automatic Link) informs you that your presence is desired on Cron by the planet's chief of police.

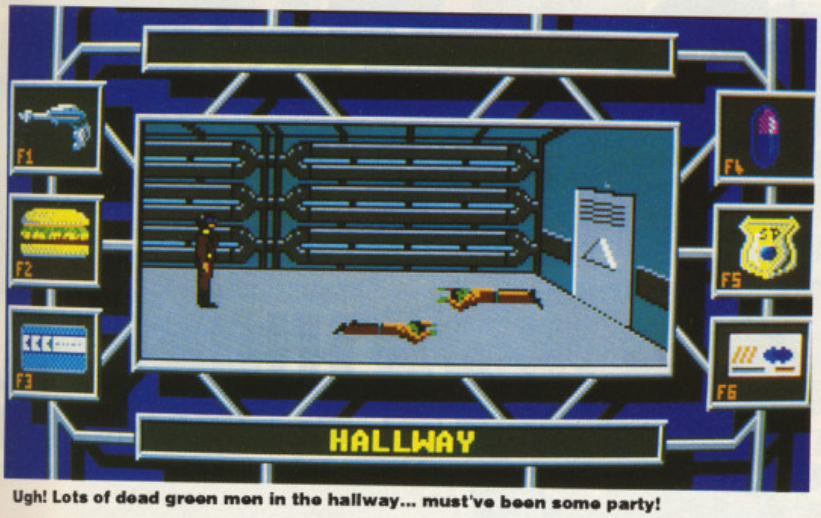
After arriving at Cron you are escorted by the rather short-tempered Lieutenant Drek to the hyper-lift which takes you to the Chief's office. Once there you are given the bad news. The previous agent investigating the evil drugs ring has gone missing. You must pick up the trail and bust the dealers. From here on in it's up to you to follow up all the clues that are liberally strewn in your path.

Like the Sierra adventures, *Omnicron Conspiracy* is fully animated. Movement is achieved by using either joystick or keyboard to get your character from room to room. Unlike Sierra's stuff, however, there is no text entry – all decisions are made by selecting options from a menu. Move into an object or character, press Enter, and a menu appears with two or three possible courses of action, which change depending on your situation. One of the most useful options is CONVERSE, which allows you to glean useful titbits from anyone you might encounter. You have six pockets which can be used for storing collected items, although your ALSWELL (Automatic Laser System with Energy Light Load) should permanently occupy one of these if you want to last long. Activating any of the six pockets again calls up a menu of options.

Ace stands on the bridge of the Falcon with his trust P.A.L. and his plasma cannon tucked safely away in his trousers.

Finding uses for most of the objects is not too difficult. There are also one or two in there that are just for fun. Try popping into the CD shop on Cron and inserting a disk into the CD player. By far the most useful item is your Alswell. This can be set to either stun or kill (just like the old Star Trek phasers).

Eliminating other characters is simply a matter of facing them and hitting the space bar and they are instantly frazzled. Of course there is also the great danger that you will meet with much the same treatment. I was most affront-



Ugh! Lots of dead green men in the hallway... must've been some party!

ed when, on wandering into a bar, I was accosted by some ugly green guy whose idea of a friendly greeting was a few laser shots to the belly. Fortunately, if such a disaster should occur, your P.A.L. droid can beam you back to the ship and have you reassembled by the Nurse droid. Following a successful reassembly, I marched straight back to the bar and fried the pig before he could get a word in edgeways. Very satisfying indeed!

You should actually find yourself solving the first part of the game quite easily, but the drugs bust is only the tip of the iceberg. There are, in fact, two further mysteries to be solved before you have properly completed the game.

I quite liked *Omnicron Conspiracy*. The very American humour does grate from time to time, but on the whole the game is good fun. The graphical interface that has been used in favour of text entry is going to make the game accessible to the sort of people who otherwise wouldn't touch it with a barge pole. The graphics and animation actually have a slight edge on the Sierra games, although the sound is severely restricted. This is certainly not going to be everybody's cup of tea, but if you're not turned off by software that has a very American feel to it, then it should be worth a look.

● Laurence Scotford

PC VERSION

The animation and graphics have a lot of character and give the game a very off-beat feel. Sound is fairly limited, as we've come to accept from PC games. It plays well though and should appeal to more people than a lot of adventures.

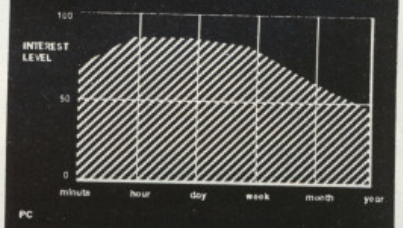
GRAPHICS	8	IQ FACTOR	8
AUDIO	5	FUN FACTOR	8

ACE RATING 780

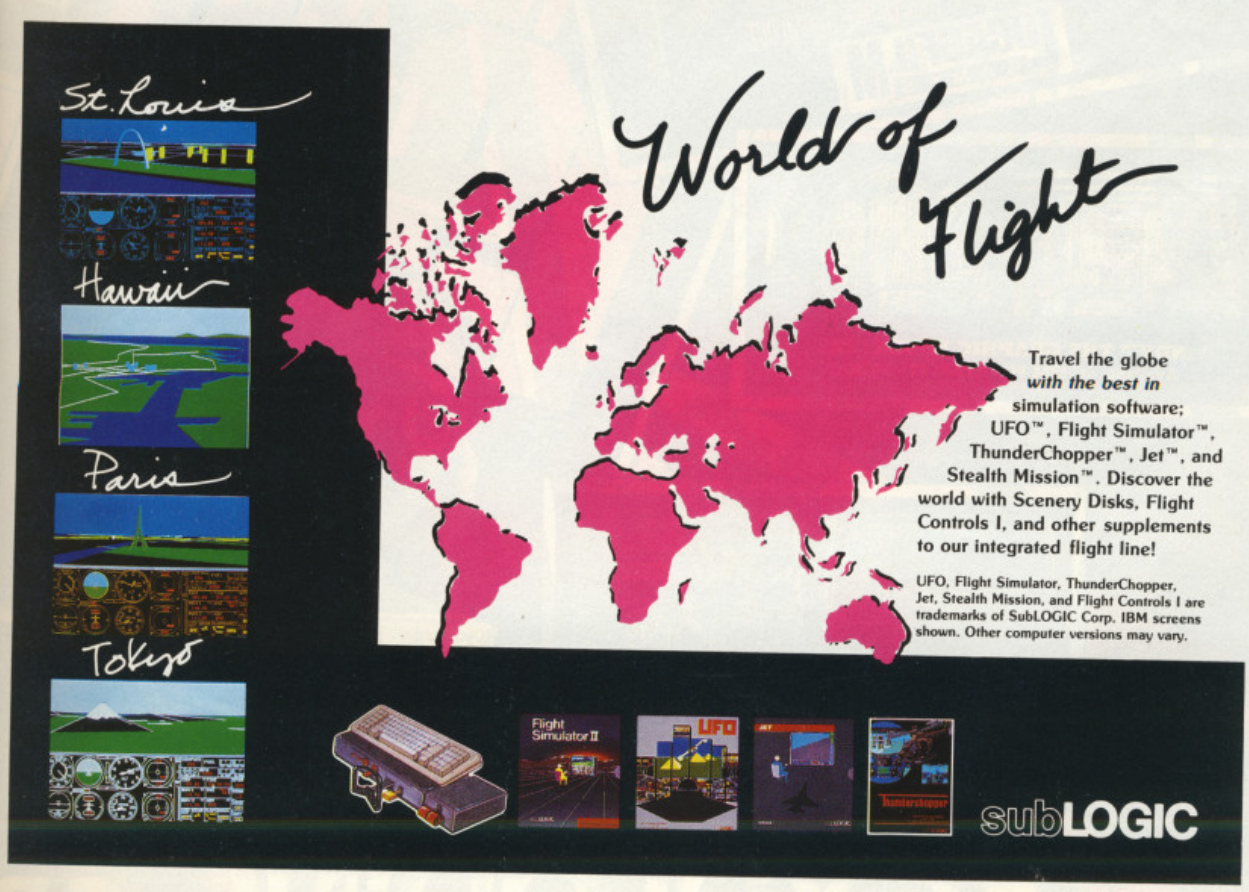
RELEASE BOX

ATARI ST	£24.99dk	SPRING '90
AMIGA	£24.99dk	SPRING '90
IBM PC	£34.99dk	OUT NOW

PREDICTED INTEREST CURVE



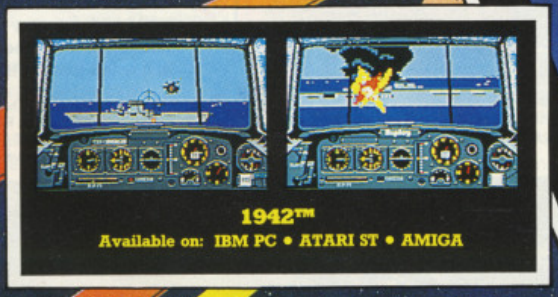
Should provide reasonably challenging entertainment for some time.



The Masters ot

LUCASFIL
GAMES

INDY™ THE GRAPHIC ADVENTURE
Available on: IBM PC · ATARI ST · AMIGA

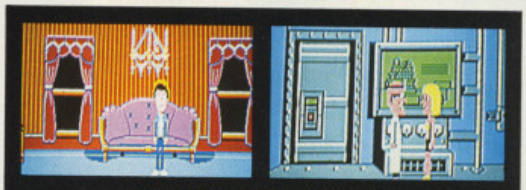


1942™
Available on: IBM PC • ATARI ST • AMIGA

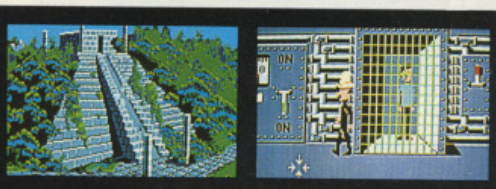
Screen shots from various systems.

are EXPLODING ont

of the BIG SCREEN...



MANIAC MANSION™
Available on: IBM PC • ATARI ST • AMIGA
CBM 64/128 Disk



ZAK McKRACKEN™
Available on: IBM PC • ATARI ST • AMIGA
CBM 64/128 Disk

U.S. GOLD®

U.S. Gold Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3388.

n to your small screen!

The business... OIL.. The challenge... ..POWER.. The rewards... THE WORLD

OIL IMPERIUM

the MIND GAMES series

OIL FIELD NUMBER 17 IS BURNING!!!....

The day's first problem is but one minor episode in the rapid action world of the oil industry. Oil Imperium takes you deep into the heart of this frenetic business and lets you explore its limitless horizons ... boardroom strategy, international politics, financial crises, oil field action and terrorist blackmail.
It's a tough business, a dirty business, when you're dealing with the international commodity that fires the desires of not just men but government's too.

"Absorbing and original ... forget Dallas, this is the real McCoy!" ACE
"Very slick ... a real winner that will have you hooked for hours!" COMMODORE USER
"Brilliant graphics and the sound sequences are quite outstanding." AMIGA USER

Screen shots from Amiga version

CBM 64/128 disk - £14.99
Atari ST - £24.99

CBM Amiga - £24.99
IBM PC - £24.99

Rainbow Arts

PUBLISHED BY RAINBOW ARTS

Oil Imperium is the first leading product in the Mind Games Series ... hi-strategy games designed to explore the dramas and challenges of the real world – business, science, war and politics. A series designed to provide the mature minded gamer with over 40 hours of sophisticated entertainment, education and stimulation.

reLINE SOFTWARE

Rainbow Arts (UK) Limited, 65 Sketty Close, Brackmills Business Park, Northampton NN4 0PL

DOUBLE DRAGON II

The Virgin Mastertronic game that's twice as hard

AFTER the truly appalling home computer version of *Double Dragon*, it seemed only right for Virgin to knock the idea of the sequel on the head. Sadly though it was a case of an already bought licence, so here it is.

Once more the *Double Dragon* duo set out to right wrongs and rescue people by using their immense karate skills to cause as much damage as possible, usually to the street gangs. At their disposal they have flying kicks, a battery of punches and a rather nasty backflip which leaves the recipient with their eyes bulging if you get my meaning. In order to preserve their livelihood and their manhood as the case may be, some members of the gangs have armed themselves with daggers, chains and in some cases guns. Luckily for the Dragon brothers, it's possible for them to pick up weapons dropped by beaten opponents and then use them instead of punches. If anything the punch is the most effective move, but the ability to use other weapons helps break the monotony.

Another feature which helps to lighten the game is a little routine which allows you to give your own partner a kicking. Unfortunately look-a-likes of the Dragon brothers wander on to the screen from time to time to confuse matters, often resulting in the wrong player being on the end of a right bruising.

Each level is a traditional left to right scroller with a large end of level bad guy (in some cases bad guys) doing their best to reduce you and your pal to pulp. If you should win, the drive whirrs and it's on to the next level, with a very similar selection of baddies, very similar indeed.

The differences between *Double Dragon* and its sequel in the arcades were only minor, a few backdrops, a few sprites. But the change which had to take place on the computer versions needed to be enormous. Thankfully Virgin realised the potential of this game for a the home market and appear to have pulled out all the stops. The graphics have been greatly improved - now larger, better defined, and smoother. When there are a lot of characters on the screen the action hardly slows, but it's the action itself that proves to be one of the faltering points.

An arcade machine has obvious advantages over a home computer, therefore games which appear in your local arcade are going to be head and shoulders above any conversion. In the case of *Double Dragon II* the arcade game featured very smooth moving sprites, complex animation routines, and more colour to handle. the 16-bit versions on the other hand have had to have the colour reduced, some of the graphics shrunk, and fails to play as fast as the original, losing most of the frantic feel which made the arcade machine such a hit. It's in cases like this that a game is not so much of a conversion, more of a re-write.

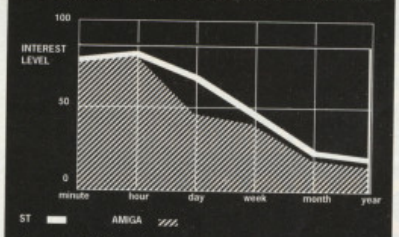
People who are not familiar with the arcade version should give it a look as it provides lots and lots of indiscriminate beat-em-up action with a good two player mode. Hard core fans of the coin-op are unlikely to be impressed though.

● Mark Patterson

RELEASE BOX

ATARI ST	£00.00dk	IMMINENT
AMIGA	£00.00dk	IMMINENT
SPECTRUM	£00.00cs • £00.00dk	IMMINENT
AMSTRAD	£00.00cs • £00.00dk	IMMINENT
C64/128	£00.00cs • £00.00dk	IMMINENT
IBM PC	£00.00dk	IMMINENT

PREDICTED INTEREST CURVE



Fun, but lacks any real endurance, especially on a one player game.

AMIGA VERSION

The most noticeable fact is the use of the full screen facility. In most cases this helps to provide a more arcade like feel. Unfortunately, due to the lack of a real perspective effect on the backdrops, the effect is somewhat lost. Unlike the arcade and ST version, *the screen only scrolls left.*

GRAPHICS	7	IQ FACTOR	5
AUDIO	6	FUN FACTOR	7

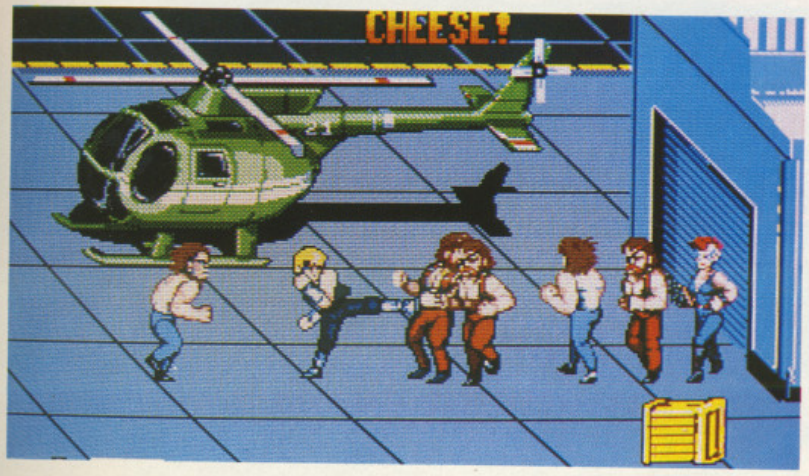
ACE RATING 720

ST VERSION

Out of the two versions I've seen, this can claim to be the closest to the original. The graphics are essentially the same as the Amiga version, large and brightly coloured, though the backdrops have changed and have a nice forced perspective look to them. A game that is greatly enhanced by the two player mode.

GRAPHICS	7	IQ FACTOR	5
AUDIO	6	FUN FACTOR	7

ACE RATING 725



Kick, punch, and generally make a nuisance of yourself in Double Dragon...

OPERATIO THUNDERB

BLOCKBUSTER FOLLOW-UP TO LAST CHRISTMAS'S No.1 HIT... OPERATION WOLF...

NOW WITH TWICE THE ACTION, TWICE THE FUN, TWICE THE CHALLENGE

ROY ADAMS IS BACK!

The Hi-jack report came from a DC10 leaving Paris for Boston – Arab guerillas were in control of flight 102 and had turned the aircraft towards Africa ... The plane lands in hostile territory and the terrorists begin their demands ...

USE THE LASER SIGHT,

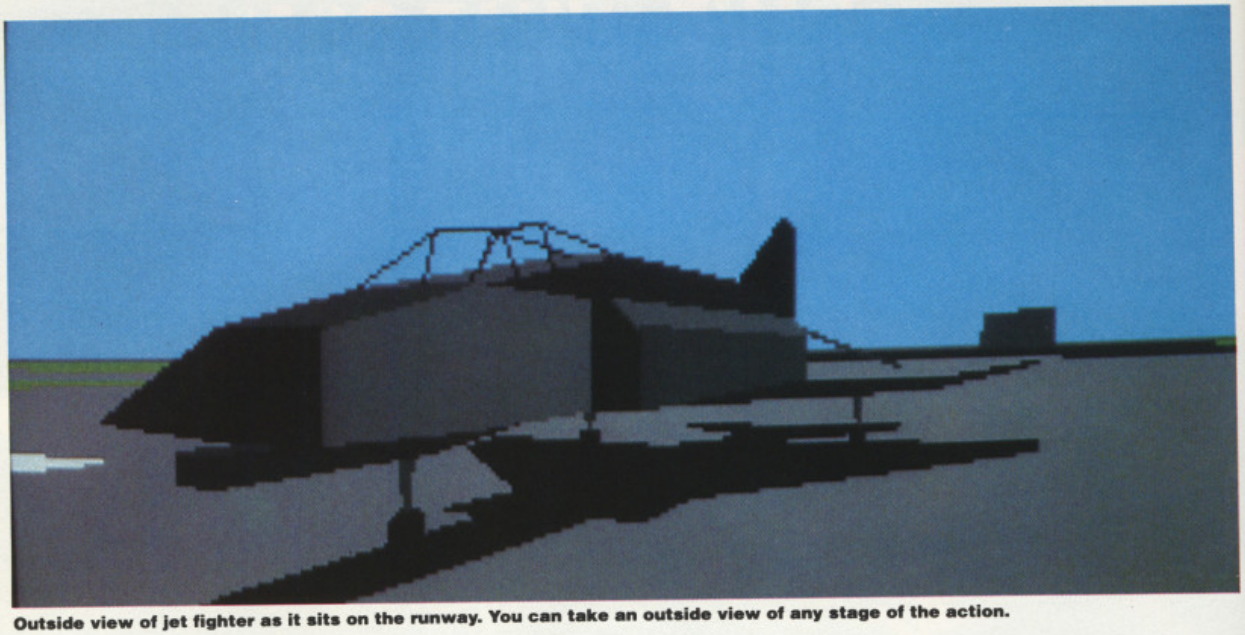
or the bulletproof vest, but watch out for

AIR-TO-GROUND MISSILES!

Operation Thunderbolt the incredible Taito coin-op conversion brought NOW to your home computer.

SPECTRUM AMSTRAD	SPECTRUM AMSTRAD	ATARIST	CBM AMIGA
£9.99	£14.99	£19.99	£24.99
COMMODORE CASSETTE	COMMODORE DISK		

TAKE WHAT COMES...
& HIT'EM WITH DOUBLE
OPERATION THUNDERBOLT
TAITO
ocean
TAITO
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650

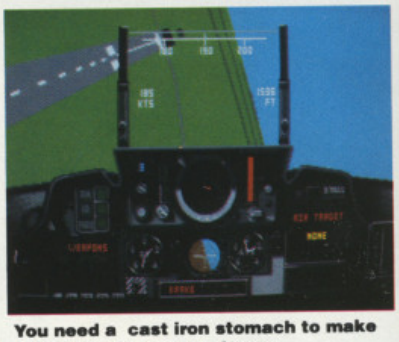


Outside view of jet fighter as it sits on the runway. You can take an outside view of any stage of the action.

BOMBER

Activision drop a bombshell on the flight-sim scene

Aerial refueling has to be mastered to complete the more difficult missions.



You need a cast iron stomach to make this raid on an enemy base.

If fourteen of the best military aircraft from around the world - including an F16 Falcon, F14 Tomcat, Mig-29, Saab AJ37, Mirage 2000 and F15E Strike Eagle – in one sim sounds too good to be believed, then you haven't seen Activision's *Fighter Bomber* yet.

All of the fourteen planes are shown in side view on the selection panel. A 3D view of your chosen plane can be selected, which enables you to view it from all angles as it turns circle in a window of the selection screen. You can also flick through the wide range of armaments that are available - and these, too, look accurate in every detail. There is a price to be paid for these multifarious game options though - you lose some of the detailed flight controls you get in mainstream sims of the Spectrum Holobyte ilk. But who cares about things like Cockpit Air Pressure, Altitude to the nearest millimeter, or Estimated Time of Arrival at the target? You get there right, you deal shit right, you get out right. *Fighter Bomber* delivers these three key ingredients in no less than sixteen different missions of progressive difficulty.

The Missions are divided into four categories: Covert, Tactical, Strategic and Offensive. After a brief jaunt around Mount Rushmore in 'Free Flight' to get the hang of the controls and have a look at some scenery, you soon hunger after your first mission - Operation Sleeper. The briefing screen informs you that a group of terrorists are holed up in a mountain valley - 60 Km south east of an airforce base. Your mission is to fly in low and take out the terrorists with an "appropriate weapon".

Before setting out on a mission you have the option to look at a video recording of a reconnaissance mission. This is a first for flight games, and a most useful feature. Study every detail of the map as it will help you remember what the target area looks like. In the case of the terrorists, you can get in really close and see their tents and jeeps nestling at the foot of a mountain range; sitting ducks just waiting to taste the heat of your F14's cannon or Maverick missiles.

The details of each mission are only revealed at the briefings, though the objectives are hinted at in the manual, which lists them in true fighter pilot language with names like 'Spearchucker', 'Sam Smasher', 'Big Bird' and 'Molestrangler'.

Although the missions start off easily enough - with an advanced fighter bomber taking out a small terrorist cell - they quickly get a lot more difficult. You come up against real enemies with jet fighters of their own. Careful consideration must be given to fuel limitations, refuelling in mid air, and weapon selection - which all need to be mastered if you are to complete the more difficult missions in the 'Strategic' and 'Offensive' categories.

Enemy aircraft in view and just about to be blasted with Mavericvk missiles.

But Vector Graphix have included a device to keep even the hottest computer Ace's satisfied - a mission design facility.

Another highlight of this excellent flight game is the design feature, enabling you to create and save your own missions every bit as complex as the sixteen predesigned missions that come with the game. Everything can be put in, even the mission briefing.

Flight controls are simple - but responsive and convincing enough to let you lose your self in the game. Whilst in the air you can chose from eleven different views, including a view from the Control Tower, view from enemy aircraft and view your own plane. The view your own plane option is particularly nice – to see your task completed and the target reduced to so much rubble, just sit back and watch the movie.

The aerial dog fights are competent, but lack the manoeuvrability and sophistication of *Falcon*. But this does not matter as the dogfighting is not the be all and end of all of the game anyway – it's a mere part of the mission, and the game in its entirety has entertainment and playability value in abundance.

A thorough manual provides all you need to know about the various aircraft featured in the game. Brief details, rather than page after page of unnecessary description, and a quick and easy guide to get you into the action, rather than putting you to sleep before you have your first go.

Fighter Bomber seems certain to elevate Vector Graphix to the big league of games development. They spent a long time on this one - and it certainly shows. The game gets the balance just right between convincing simulation and entertaining game. Highly recommended.

● Eugene Lacey

PC VERSION

The 3D graphics are totally convincing - even when the plane banks and spins out of control. For a PC it also moves pretty swiftly, depending to a large extent on the power of your machine. But the design of *Fighter Bomber* is so strong that it should work well on most machines - including the Spectrum and C64. Sound lets it down a bit- an F14 Tomcat's after burner sounds a bit like a wasp with a soar throat. But then that's the PC for you.

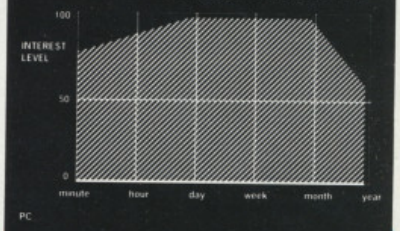
GRAPHICS	9	IQ FACTOR	9
AUDIO	5	FUN FACTOR	9

ACE RATING 925

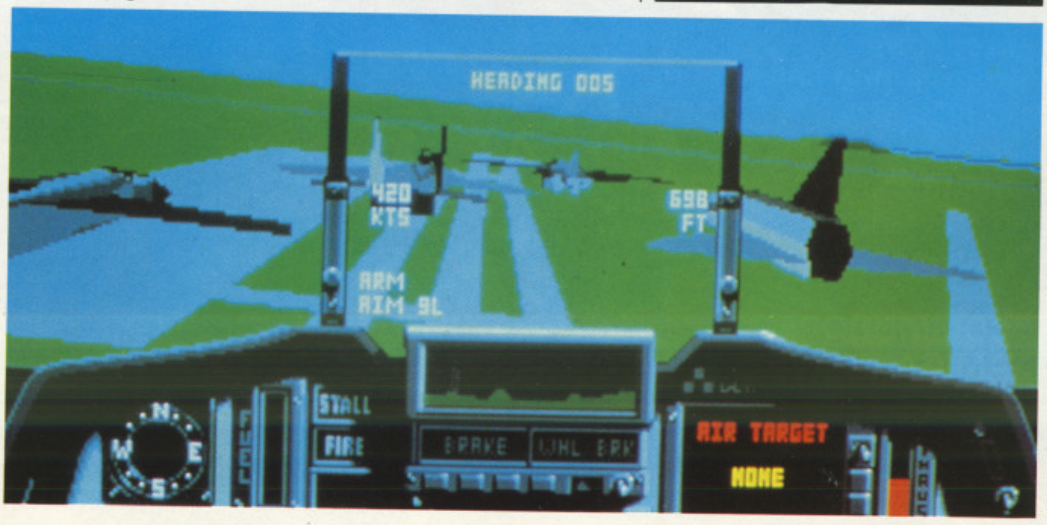
RELEASE BOX

ATARI ST	£24.99dk	IMMINENT
AMIGA	£24.99dk	IMMINENT
SPECTRUM	£14.99cs • £19.99dk	IMMINENT
AMSTRAD	£14.99cs • £19.99dk	DECEMBER
C64/128	£14.99cs • £19.99dk	IMMINENT
IBM PC	£34.99dk	OUT NOW

PREDICTED INTEREST CURVE



The pre-packed missions will keep you busy for months - the design your own feature will keep you busy for years. Highly ACE



Fighter Bomber - more of a game than a straight simulation.

STORMLORD

Free the imprisoned Fairy Folk before they are obliterated by an evil Queen

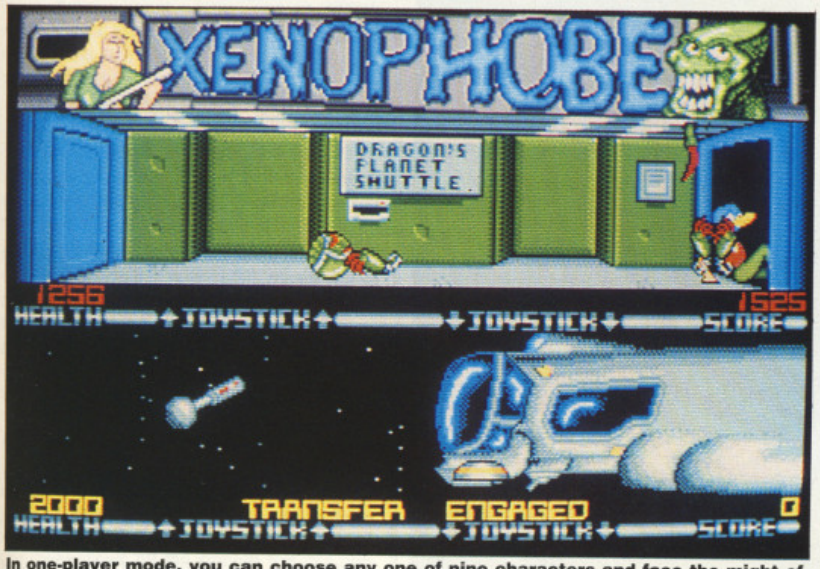
COMMODORE AMIGA and ATARI ST £19.99

HEWSON

For Mail Order send a cheque/P.O. to Hewson Consultants Ltd. Order by credit card by sending your Access/Barclaycard number and enclose a specimen signature. Don't forget to enclose your name and address.
Hewson, Milton Park, Milton, Oxon. OX14 4RX
Tel: (0235) 832939
Fax: (0235) 861039
As part of our continuing development of innovative Software we are always happy to evaluate software sent to us with a view to publication.

XENOPHOBE

MICROPROSE kill all known ALFs – DEAD.



In one-player mode, you can choose any one of nine characters and face the might of the evil Xenos alone. As you can see, the display area isn't large

RELEASE BOX		
ATARI ST	£24.95dk	IMMINENT
AMIGA	£24.95dk	IMMINENT
SPECTRUM	£9.95cs • £14.95dk	IMMINENT
AMSTRAD	£9.95cs • £14.95dk	IMMINENT
C64/128	£9.95cs • £14.95dk	OUT NOW
IBM PC	£24.95dk	IMMINENT

A Xenophobe, just in case you didn't know, is someone who has a hatred of foreigners; in the case of this game, it's someone who gets the willies every time they come across an alien. And who wouldn't? Pull the trigger first and attempt the alien lingo later is a motto that's safeguarded many a pioneering space cadet.

Xenophobe is also a fairly mediocre Bally Midway coin-op of the same name, now a couple of years old and at its best with more than one player. It depicts a future Earth at war with itself until mysterious waves of bug-eyed monsters (known, appropriately enough, as Xenos) infiltrated the Solar System. A cynical space mercenary called Schickn is sent to investigate Space Station Zero One Five, now occupied by things from another world.

Basically, this is a one- or two-player game which involves you choosing one of nine crew members and materialising on the space station of your choice ready to kick some bug-eyed monster ass. There are plenty of different aliens, including pernicious pods, cutey critters and garrotting tentacles – but in practice they're not significantly different.

You can also pick up plenty of weapons, including a pretty handy laser pistol (just about the most satisfying), bombs, lightning rifle and – the Trekkies' favourite – a phaser. If you drop your weapon, another one will be left by a droid, but in the meantime you can engage in some good old fashioned fisticuffs.

There are three outcomes of all this alien-bashing. If you let the bad guys overrun the base, it self-destructs after you've returned to the mothership. Alternatively, you can order a 'fast destruct' to prevent if from being overrun by Xenos. Finally, clear the base of ALFs (a percentage of aliens remaining is occasionally shown on the walls behind you) and you can troll off to the next. This means more multi-loading, which can be a pain if you want to get straight back into the action.

There are several things wrong with *Xenophobe*, not least of which is the multiload. It's bad enough having to reload a disk to reset the options (number of players; music/sound effects; starting level), so there isn't much hope for the cassette version. Another niggle is the one-player mode – you get about a third of the screen to play in, whilst the word 'Xenophobe' bounces around and flashes annoyingly beneath you.

The worst aspect, though, is the monotony. Walking from room to similar room blasting aliens, picking up discarded hardware and blasting more aliens becomes very tedious, since there's very little inter-level variety. However, before you go thinking this is a complete waste of time, one thing has to be said in its favour: the free music cassette that comes with the package is excellent – one of the best you'll find. If only the same could be said for the game.

● Gordon Houghton

ST VERSION

Better performance than the C64 version. Graphics and sound are both reasonably slick, although the machine is not really stretched in either department. Playability, however, remains a problem.

GRAPHICS	6	IQ FACTOR	6
AUDIO	6	FUN FACTOR	3

ACE RATING 585

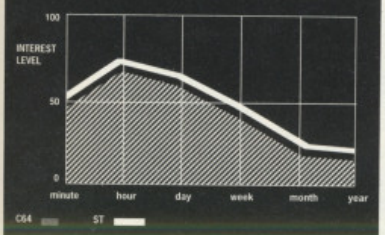
C64 VERSION

The graphics and sound do nothing to compensate for the tedium of a slow loader and dull gameplay. Ten quid is a lot to pay for a brilliant soundtrack tape and a dull game, and even fans of the coin-op should be wary of this conversion.

GRAPHICS	5	IQ FACTOR	6
AUDIO	6	FUN FACTOR	3

ACE RATING 492

PREDICTED INTEREST CURVE

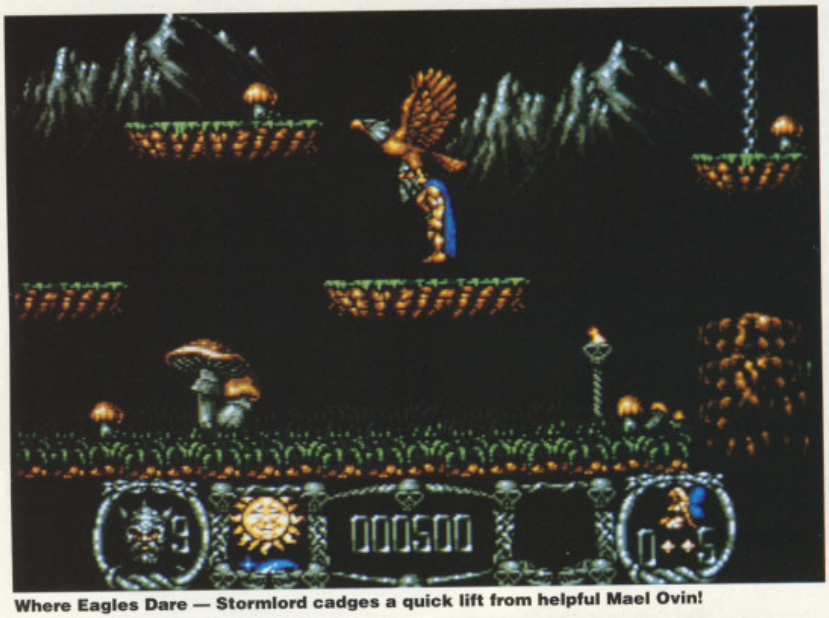


Once you start working out what to do, it's good fun for a while, but even with two players this soon leads to boredom.

Many hands make light work, and a couple of exterminators make alien soup of the opposition. If you've got a friend (everyone has one somewhere), this is by far the best way to play *Xenophobe*

STORMLORD

Hewson is set to take 16-bit games by storm



Where Eagles Dare — Stormlord cadges a quick lift from helpful Mael Ovin!

IT has been a long time since I have come across a game that has got it right in just about every department. So very often development teams spend a long time getting graphics and sound down to a tee and then disappoint us with the gameplay. Alternatively the game will play really well, but the visuals let it down in a big way.

The first impression you receive from Stormlord is one of graphical excellence. A pretty title screen leads you on to a dark and mysterious two-dimensional landscape full of superbly animated creatures. Then when the great soundtrack reaches your ears you know you're in for an audio-visual treat.

That fact alone would probably be enough to ensure that this title sells fairly well, especially since many reviewers can easily be won over by a few pretty pics and tuneful ditties.

RELEASE BOX

ATARI ST	£19.99dk	NOVEMBER
AMIGA	£19.99dk	NOVEMBER
SPEC 128	£9.99cs • £14.99dk	OUT NOW
AMSTRAD	£9.99cs • £14.99dk	OUT NOW
C64/128	£9.99cs • £14.99dk	OUT NOW

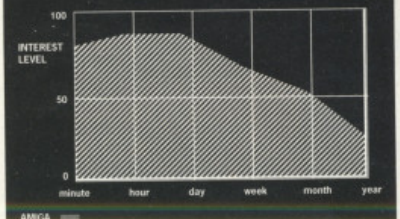
AMIGA VERSION

Great graphics, great sound, and great gameplay. It's all too easy to drastically under use the Amiga in conversions of 8-bit games, but Hewson have obviously gone to a lot of trouble to ensure that *Stormlord* really uses all of the advanced features of this machine, making this version look like a completely new game.

GRAPHICS	8	**IQ FACTOR**	6
AUDIO	8	**FUN FACTOR**	8

ACE RATING 860

PREDICTED INTEREST CURVE



A very good game, but the challenge won't last for long.

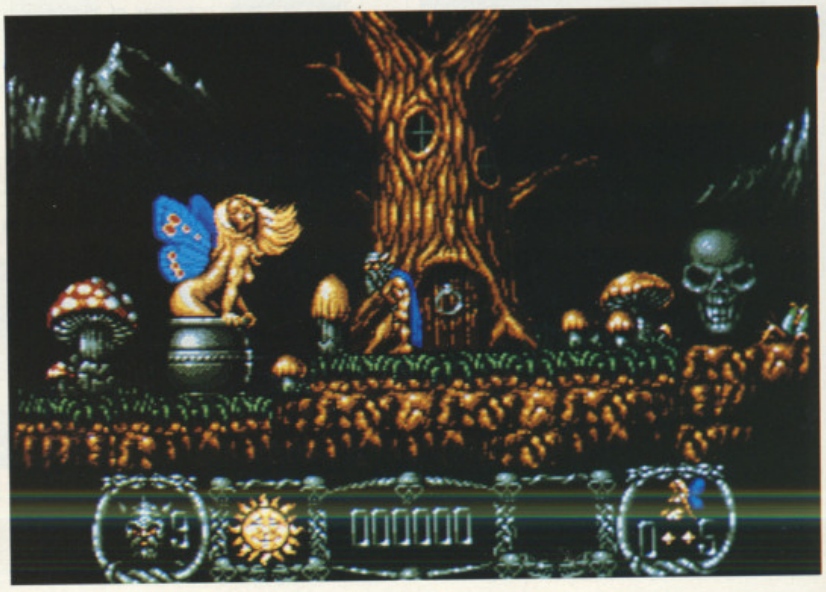
But the merits of Stormlord do not stop here by any means. There is actually a very playable and addictive game behind all the effects. As a measure of Stormlord's excellence, it took a lot of willpower for me to drag myself away from the machine to write this review. Often I'm only to happy to head for the nearest word processor.

Raffaelle Cecco's original version of the game was first seen in May on 8-bit formats, and was well-received at the time. It is nice to see that, rather than producing mediocre 16-bit conversions and riding on the success of the 8-bit programs, Hewson have gone to the trouble to ensure that the advanced features of 16-bit machines are used to the full.

The scenario involves the rescue of the imprisoned faery folk and the subsequent delivery of the land from the rule of the evil queen. If that sounds a little twee don't worry, Stormlord has its fair share of monster mashing for those who enjoy that sort of thing.

You play the Stormlord of the title, a very Nordic looking type with full beard and flowing cape. Quick presses of the fire button will have him throw fireballs. These are not too powerful, so some creatures may need several hits to destroy them. Hold the fire button for slightly longer and the Stormlord fires swords in a manner similar to the knight in Ghosts and Gob-

▼ The unclad faery evokes a wolf whistle if you cross her with sound effects on.



lins. These are far more effective, but can't be fired quite as frequently.

Each of the faeries is trapped in a bubble and all you need to do to is touch this to release them. Unfortunately there are various hazards to be overcome in order to reach the captives. These include collapsing platforms, Venus flytraps, giant worms, and an assortment of other deadly creatures. Most are fairly easy to dispatch provided you are in the right place at the right time.

Although making mincemeat of monsters is a major part of the game, there is another aspect which must be mastered if you are to make any progress. This involves the various objects which can be found lying around. You must find out through trial and error which object you need to be carrying at which time. This inevitably costs a few lives but, once you have discovered what you need to be carrying and when, it is simply a matter of practising till you get the timing and technique right.

One very nice feature in the game is the way you can travel quickly between distant locations. We've all seen boring old transporter pads before, but how's this for originality. Step on one of the stone blocks scattered throughout the level and a giant Eagle, Mael Ovin, will swoop down and carry you off to another block located elsewhere. It looks very impressive, and really shows off the smooth and fast horizontal scrolling.

If you do manage to rescue all the faeries on a level before your nine lives have all been used up then you are allowed to play a sub-game. In this the faeries all fly above you and you must try and blow kisses at them to make them fall in love (aaahh!). If you manage to hit a faery with a kiss she will shed a tear for you to collect. Collect ten tears before your time or kisses run out and you are awarded an extra life.

Stormlord is about to burst the bubble and release the first faery, but he had better be quick; if that wizard's bolt hits him it's gonna hurt!

This is actually not as easy as it sounds since the faeries move quite rapidly and the tears often dissolve before you manage to reach them. Still, it does provide an interlude between the main levels which adds a bit more interest to the game.

The graphics are absolutely brilliant and really can't be faulted in any respect. The quality of both the animation and the scrolling has to be seen to be believed. The soundtrack is also one of the best I have heard for a while, but even if you do get tired of it you can replace it with some amusing sound effects.

There are six levels to complete in the game. You will find the first couple of levels reasonably easy, but I suspect that later levels might prove frustratingly difficult. Hewson have certainly lived up to their reputation for excellence with this title, all I can say in conclusion is: buy it — you won't be disappointed!

● Laurence Scotford

CTW Survey '89 CTW Survey

SECTION G - MAGAZINES

Consumer Magazines Read By Trade

1. ACE
   PCW
3. Games Machine
4. Crash
5. Zzap
6. C+VG
7. Commodore User
8. Gamesweek (Combined with Pop mid-Feb) Sinclair User
10. Your Sinclair.

Magazines Aiding Stocking Decisions

1. ACE
2. C+VG
3. Crash
4. Games Machine
5. Zzap
6. PCW
7. The One
8. ST Action
9. NCE
10. Sinclair User

Source *CTW* Dealer survey 1989.

To get your dealer to stock more of your product this Christmas advertise in ACE.
Phone (01) 251 6222 ext 2518 for details

KICK OFF

5 GAME

BLISTERING PACE
PIXEL PERFECT PASSING
SUPERB TACTICAL PLAY

C+VG HIT!

STAR PLAYER

* Full size multi-directional scrolling pitch.
* Option to practice and learn ball control, take corners and practice penalties.
* One or two player option: 4 distinct tactics.
* League competition for 1 to 8 players. Load and Save league facility.
* Simple controls to dribble, shoot, pass, chip or head the ball or do a sliding tackle.
* 9 types of Corner Kicks, Penalties, Yellow and Red Cards, 12 different Referees, Host of other features

AMIGA - ST £19.95

CBM 64 - SPECTRUM - AMSTRAD
ATARI 800 £9.95 Cass/£14.95 Disc

EXTRA TIME

AMIGA - ST £9.95

NEW PLAYER ATTRIBUTES - EXTRA TACTICS - FOUR DIFFERENT PLAYING SURFACES - LEAGUE AT 3 LEVELS - FULL CONTROL OF POWER (SHOOTING, PASSING, CHIP AND HEADERS) - NEW REFEREES AND MUCH MORE.

EXPANSION DISC FOR KICK OFF (Needs Kick Off Disc to Load).

* CVG - 88% - Most playable soccer simulation in binary history. HIGHLY RECOMMENDED.
* ZZAP - 96% - So Realistic, So Fun, Soooo Addictive. Boots all other football simulations over the crossbar.
* AMIGA FORMAT - GOLD - 91% - The best football game on the Amiga to date.
* THE ONE - 88% - The game is such a joy to play. By far the best to appear on 16 bit.
* POPULAR COMPUTING WEEKLY - 94% - The opposition gets blown away by the utter brilliance of KICK OFF, which has the proper options and the best gameplay seen in any football game.
* THE ACE - A great football game that will have you queuing up for a season ticket.
* NEW COMPUTER EXPRESS - Simply the best football sim. we've played on any micro. It's fast, furious and immense fun. Go and buy it
* THE GAMES MACHINE - 87% - Best 16 bit soccer simulator yet. True football skills are needed in every sense of the word.
* ST USER - The whole game is a complete delight to play and immediately addictive. This is one of the fastest and most exiting action games around and it just has to be the best football simulation yet.

PLAYING IT IS EASY - MASTERING IT WILL TAKE TIME - A LOT OF TIME

AMIGA

ATARI ST

CBM 64

ANCO

ANCO SOFTWARE LTD., UNIT 10, BURNHAM TRADING ESTATE, LAWSON ROAD DARTFORD, KENT. Mail Order by Cheque, Postal Order, ACCESS or VISA
Telephone No.: 0322 92513/92518. FAX No.: 0322 93422

DAY OF THE PHARAOH

Take a quick trip down the Nile, courtesy of Rainbow Arts.

STRATEGY /Management games were always popular projects on early micros because they were easy to implement, and did not heavily rely on complicated graphics and sound. They usually had very broad, unimaginative names like Kingdom, Dictator, or Millionaire, and put you into the sort of position where you had to make important day to day decisions in order to retain, or increase your current status.

The games progressed as a series of turns, each of which represented a period of time, like a day, week, or month. On each turn you had to make a number of decisions related to various aspects of your position. These might be financial or business decisions, or possibly affairs of state. At any rate your success or otherwise depended on how well you made those vital choices. Day of the Pharaoh's roots are firmly in the Management/Strategy genre. Unlike those simple, early games, however, it offers a lot more.

Things are going badly wrong in Egypt. The old Pharaoh has gone and snuffed it leaving a lot of nasty power-hungry types ready to step into his shoes. This horrible lot are being led on by the evil god Seth, who orders them to kill off all of the Pharaoh's descendents, in return for which, they will inherit the throne.

You happen to be one of the rightful heirs to the throne, but, unlike your unlucky relatives, you are saved from drowning in the Nile by the Sun God Amon-Re. You grow up as a prince amongst paupers, unaware of your true destiny until one night the god Osiris (yeah, there's quite a few of these guys) appears to you in a dream and leaves you with silver and a single merchant ship. Your task is to be succesful enough as a merchant trader to rise through the Egyptian social ranks and eventually retake the throne.

The major part of the game is trading. To do this you must travel the Nile to reach various towns. This is where the first of several sub-games comes in. Once you have selected your destination, a view of the prow of your ship appears bouncing forward through the water. You must now steer it through the rocks that come towards you with alarming rapidity. Hit too many rocks and you'll lose half your cargo - not very helpful!

Oh dear, things have gone badly wrong, and you're off to meet Seth in person.

You may also have to deal with theiving phoenicians (or 'phenicians' as the programmers spell it!). These nasty blighters raid your ship after a bit of successful trading and the only way to stop them is by whacking them over the head with one of the ships oars, which takes a bit of mastering.

Once you have built up a good stock of commodities you can engage in a some more prestigious activities. These include honouring one of the gods, or taking a wife, both of which will require you to have fairly substantial offerings to hand. In the later stages of the game you can also indulge in a little architecture, although you really will have to be a big-wig before this is possible.

If sensible trading is too slow for you it is also possible to lay the occasional wager on a camel race. Beware though, we are talking big stakes here - nobody in these parts wagers anything less than a whole shipful of cargo.

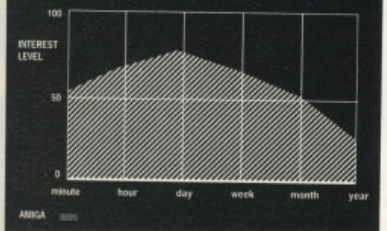
Even if you are trading fairly well, not everything is all sunshine and roses - you will inevitably have to deal with the occasional conflict. If you are to cope with these effectively you must have a good line up of war chariots. Each conflict involves another sub-game in which you control a charioteer and an accompanying archer. Your aim is to fell as many of the enemy as possible without being hit yourself. Like the phoenician sub-game, this takes a little while to get used to.

Day of the pharaoh is an unusual conglomoration of simple arcade-type sequences and more involved strategy/management type gameplay. Graphically, the whole thing is up to Rainbow Arts usual degree of excellence. Menus and messages are presented on authentic looking pieces of papyrus, or scrolls. Sound is limited to the occasional spot effect, although what there is has been done quite well.

One very nice feature is that you can freely swap between the mouse, keyboard, and joystick at any stage of the game. This turns out to be very useful indeed because you use the mouse while you are selecting from menus, then change to the joystick for action sequences. Rainbow Arts have obviously gone to a lot of time and trouble to make Day of the Pharaoh as appealing as possible while retaining as many of the qualities of those old strategy games as they could. The resulting game, however, doesn't quite hang together. The individual elements are all very nice, but as a whole I don't think there's enough here to keep your interest for long.

● Laurence Scotford

PREDICTED INTEREST CURVE



It will take you at least a day to get into this one properly. I doubt if you'll still be playing it much after a couple of months though.

AMIGA VERSION

Day of the Pharaoh looks quite sexy on the Amiga, although it obviously isn't stretching the machine that much. I won't be surprised if the game looks and plays exactly the same on the ST. If you are a hardened shoot-em-up addict, then this game will do nothing for you whatsoever. Those of you who enjoy putting the brain in gear from time to time might be advised to take a look though.

GRAPHICS	7	IQ FACTOR	7
AUDIO	4	FUN FACTOR	5

ACE RATING 625

RELEASE BOX

ATARI ST	£00.00dk	IMMINENT
AMIGA	£00.00dk	IMMINENT
SPEC 128	£00.00cs • £00.00dk	IMMINENT
AMSTRAD	£00.00cs • £00.00dk	IMMINENT
C64/128	£00.00cs • £00.00dk	IMMINENT
IBM PC	£00.00dk	IMMINENT

A TITANIUM BLADE A HEART OF STEEL

STRIDER™

Available on:
CBM 64/128 & AMSTRAD
Cassette & Disk
SPECTRUM 48/128K Cassette
ATARI ST, CBM AMIGA &
IBM PC & COMPATIBLES

U.S. GOLD®

CAPCOM

© 1989. CAPCOM CO., LTD. Manufactured under license from CAPCOM CO., LTD., JAPAN. STRIDER™ and Capcom™ are trademarks of Capcom Co., Ltd. Manufactured and distributed under license by U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel 021 625 3388.

ONE MAN – ONE SWORD – ONE FREE WORLD

DOGS OF WAR

Mercenary Elite go to war again...

Ready to select weapons for yet another bloody campaign

IT seems to me that Elite's most successful titles have always been those that are the least complex and rely most on addictive gameplay. *Kokotoni Wilf, Bombjack, Bombjack II*, Ghosts and Goblins - remember those? The one thing that characterised them all was that they were games you would quite happily come back to time and time again, but they didn't necessarily have either graphics or sound that competed with some of the other big titles around at the time.

The funny thing is that they didn't really need lots of frilly bits. The actual design of each game was good enough to carry it alone. Add larger, more colourful sprites and more complex sound, and you would probably end up with a slower, less playable, and ultimately less appealing game.

Another title that falls into this category is *Ikari Warriors:* Tiny squat figures running around firing dots and little circles at each other. It doesn't exactly sound like a winner does it? But it was actually one hell of a chart-topping success. It was also another one of those games that was perfect as it was. So what if it didn't have the greatest graphics or sound of the century, it was still a very enjoyable, and above all, addictive game.

What Elite have gone and done now is enlisted the master of *Ikari Warrior* clones, Steve Bak, to produce - guess what? Another *Ikari Warrior* clone. You are a mercenary trying to make your fortune by accepting contracts from various organisations and individuals. These involve either the recovery of stolen objects or kidnapped and imprisoned persons, or the annihilation of unwanted ones.

You begin with a small amount of capital and once you have accepted a mission you must use this to buy any weaponry and ammunition you need. This is done by placing a cursor over the images of the items you wish to acquire. The cost of the item is deducted automatically from your balance. This is fine to begin with - the ability to tailor your firepower should add some extra interest to a rather hackneyed theme. Unfortunately the implementation of this feature leaves a lot to be desired. If you want more than one quantity of a particular item you have to hold the fire button down until you have as many as you require. When you are stocking up on ammunition this becomes very tedious.

The other problem is that you have to go through this rigmarole at the start of each mission, even if you want exactly the same combination of weapons. It would have been nice to have the option of saving favourite weapons combinations which could be selected instantly instead of having to rebuild the selection from scratch.

When you do actually get into the game itself, you should survive just long enough to realise that it looks very much like *Ikari Warriors*, but plays nothing like it. Although the objectives and the way that you play the game are largely the same , *Dogs of War* just doesn't play as well . The game actually relies on the effective use of a combination of weapons to deal with different sections of the game. While an SMG might be superbly useful in the opening stages of each game, it is less than useless when you are confronted by a couple of huge armoured vehicles.

The way that you actually swap the weapon in use is by tapping the left side of the keyboard. This cycles through the weapons you possess. In theory this a fine, but in practise it doesn't work very well. If you have, say, a machine gun for slaughtering ordinary troops, a handful of grenades to clear behind walls, and a rocket launcher for putting armoured vehicles out of action, you may need a couple of key presses before you get exactly what you want. By the time you have the correct weapon called up and fired you have been splattered to the four winds.

The pace of the game is so fast, and the opposition so strong that even without the awkward weapon swapping you are going to have a hard time surviving. I suspect that the game will actually prove a lot more playable if you use the simultaneous two-player option. As far as solo play is concerned, be prepared for many frustrating hours trying to last longer than five minutes.

I can see what Elite are trying to do here, and in part I think this is a good effort. The choice of missions is a good idea, although to be honest the appeal here lies mainly in the change of background graphics. The choice of weapons too could have been a good feature, but because of the reasons I have pointed out, becomes more of an annoyance than anything else. What you have in *Dogs of War* is essentially *Ikari Warriors* with bells and whistles, but unfortunately the bells and whistles only succeed in detracting from the original concept of the game.

● Laurence Scotford

ATARI ST VERSION

There's not really a lot between this and the Amiga version. Yep, it's one of those games that has been developed across both machines in an identical fashion. See the Amiga box for comments.

GRAPHICS	6	IQ FACTOR	2
AUDIO	6	FUN FACTOR	6

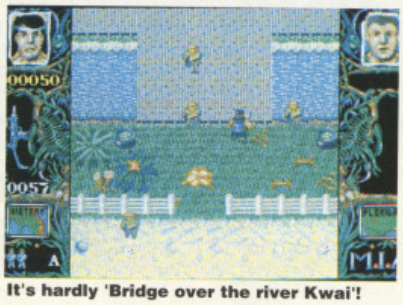
ACE RATING 650

AMIGA VERSION

Graphics are an improvement on those in the 16-bit version of Ikari Warriors, and there is a bearable soundtrack by Dave Whitaker. Playability wise this is not up to Ikari standards, but if you have someone else to hand for a two-player game, then it might be worth taking a look...

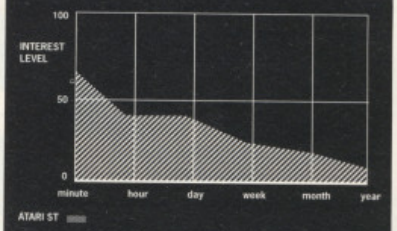
GRAPHICS	6	IQ FACTOR	2
AUDIO	6	FUN FACTOR	6

ACE RATING 650



It's hardly 'Bridge over the river Kwai'!

PREDICTED INTEREST CURVE



It looks like it might be a winner at first, but it doesn't have the lasting appear of Ikari warriors.

RELEASE BOX

ATARI ST	£19.99dk	IMMINENT
AMIGA	£19.99dk	IMMINENT

IF GHOSTS 'N' GOBLINS SCARED YOU OUT OF YOUR MIND...
...THIS'LL SCARE YOU OUT OF YOUR SKIN!

GHOULS 'N' GHOSTS

Arthur returns! Th fearless knight is ba in this stunning sequ to Ghosts 'n' Goblin (voted among the to 10 games of 1986 Three years have pass since the evil ones can to do their dirty work. No they're back and they' captured Princess Hu but our valiant knig Arthur is chargin to the resc against formidable arr of gruesom enemies and hair hazard

Atari ST, Amiga
Spectrum Cassette
Amstrad Cassette and Disk
CBM 64/128 Cassette and Disk

IAN NAYLOR

U.S. GOLD®

CAPCOM™

Screen shots from Atari ST version.

1989 © Capcom Co., Ltd. All rights reserved.

U.S. GOLD LTD., UNITS 2/3 HOLFORD WAY, HOLFORD, BIRMINGHAM B6 7AX. TEL: 021 625 3388

Cloud Master comes up against a mid-level nasty riding a rival cloud. He is spewing mega-flak and is determined to stop you getting into that temple.

CLOUD MASTER

Every cloud has a SEGA lining

Inside the temple you get the choice of four super weapons.

MOUNT Gyogo is a very weird place. A high mountain range dotted with Buddhist temples and some very strange creatures.

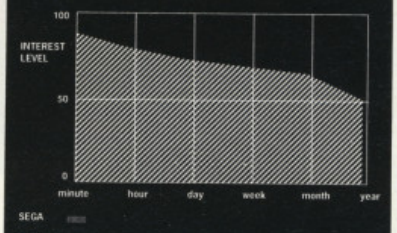
This beautiful mountain provides the scrolling terrain for *Cloud Master*, the latest horizontal shoot'em-up for the Sega. At first glance it is easy to get the impression that you are looking at an Amiga or ST game – so sharp and colourful are the graphics. This sharpness is created by a black line around all the objects on screen, giving the impression of cartoon animation.

The enhanced graphics and depth of game play are due to a new more powerful type of cartridge with greater memory, now being used by Sega in some of the latest Master System games.

The game itself offers nothing new, apart from its weird characters and the addictiveness of its game play. A tough shoot'em-up with the ubiquitous end of level nasties that seem to absorb endless amounts of Cloud Master bullets before blowing.

Our red hairded Japanese-looking hero – bearing an uncanny resemblance to Wonder Boy – sails through the five levels of the game aboard a fluffy white cloud

PREDICTED INTEREST CURVE



Addictive shoot'em-up that will take some time to clock.

RELEASE BOX		
SEGA	£24.95dk	OUT NOW

About half way through level one Cloud Master comes up against an adversary on a cloud. Almost impossible to blast off his cloud without at least two power-ups this nasty has the annoying habit of doing a fly past - guns blazing - every time he gets the better of you.

Get past this mid-point and a window opens up in the upper floor of a Buddhist temple. Go inside and take your pick from a choice of four super weapons. Whatever you pick, the computer comes up with "ah, yes, a very good choice".

I found the four revolving balls of flame to be the most effective in your encounter with the first end of level nasty, which follows shortly after your visit to the temple.

This nasty will crack you up. A giant hen, beautifully drawn, and again graphically superior to many other end of level guardians from 16-bit games. This hen is no chicken (Sorry), very tough in fact, spitting mouthfuls of darts at you and taking several hits to kill. To best the end of level baddies you need to manoeuvre constantly to avoid the flak as well as continually pumping the fire button. Nice and tough, just as it should be.

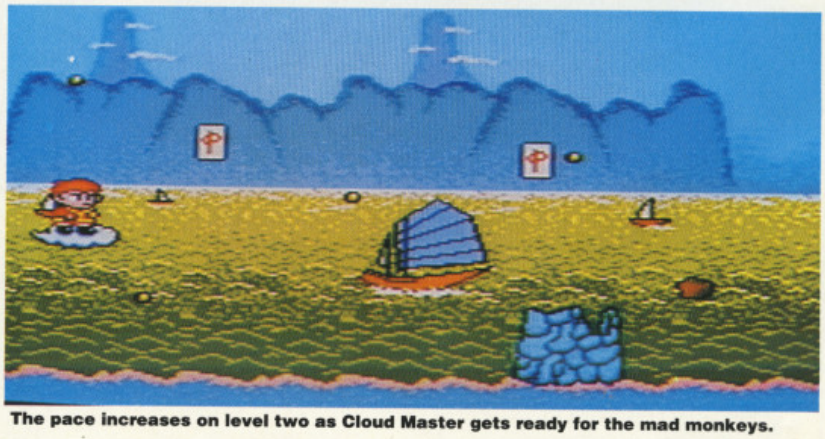
There are five levels in total. Mount Gyogo is followed by the River Kwo, and then then three other levels of increasing difficulty. As you float though the levels on your cloud you are far from lonely as you as machine gun toting pigs take pot shots at you - and someone, or something, is flinging pigs and cats heads at you from the right of the screen, just out of view.

This is a welcome addition to the Sega's shoot'em-up catalogue.The only other decent horizontal blaster is *R-Type* - which was a bit glitchy and perhaps too much for the SMS to handle. *Cloud Master* is just right - fast, pretty, and tough.

ACE RATING 845

● Eugene Lacey

End of level one nasty, or turkey even.



The pace increases on level two as Cloud Master gets ready for the mad monkeys.

WANTED

SEGA wants you Dead or Alive...

WANTED is a wild west shoot-'em-up for the Master System. Take your trusty Light Phaser six shooter off the shelf, strap it onto your holster, hop on your 'hoss, and go gunning for law braking cowboys in Tombstone City.

The gang members up from behind barrels and appear in windows taking pot shots at you and then ducking back sown again. You need to be quick on the draw to bag them. Other cowboys are more sneaky, pulling a gun on you as they stroll nonchalantly along the side walk.

Your Light Phaser has an unlimited amount of bullets but your energy metre does not - and inches slowly, but surely, towards zero if you swallow too much lead.

Graphics are bright and colourful and there is a nice ricochet sound as the bullets fly around Tombstone. If you survive the shoot out with the gang members you will come up against a final show down the gang leader at the end of level one.

Other levels offer a shooting gallery where you can get some target practice and earn bonus points by shooting the bottles, glasses and saloon ash trays that scroll past on a conveyor belt.

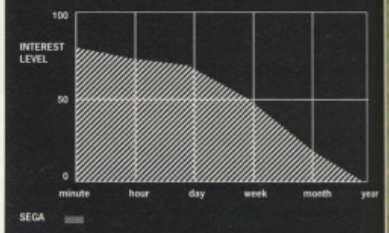
Later in the game is a neat desert scene with giant cacti and tall mountain peaks as the shoot out rages on horse back.

A must for Light Phaser owners.

ACE RATING 635

● Eugene Lacey

PREDICTED INTEREST CURVE



Amusing wild west fun, but no classic

RELEASE BOX		
SEGA	£19.95dk	OUT NOW

Wanted - quick draw shoot 'em up for Light Phaser owners.

Shoot the barrells to find the hidden bombs. These are cowboy smart bombs.

CONSOLE NEWS

Console racers gear up for next year

Console owners may be feeling a bit left behind with the biggest range of home computer racing games ever launched about to hit the shelves this Christmas.

ACE's advice is to take heart as a whole range of console racers is in the Japanese pipeline - and should hit these shores early in the new year.

Turbo Outrun - shortly to appear on Sega Mega Drive.

Amongst the tiles on the way are *Out Run* for the PC Engine, *Turbo Out Run* for the Mega Drive, and *Power Drift* for the Sega Master System.

Nintendo racers are still thin on the ground - as are most Nintendo games – but this, too, should improve with the New Year. There are stacks of good racers in the Nintendo catalogue including *Road Blasters*, *Chase HQ*, *Super Sprint* and *Super Trux*. At least one of these should be available in the first part of 1990.

Power Drift for Sega shortly.

TREBLE *Champions*

STUNNINGLY REALISTIC STRATEGY GAME

Can YOU Win the League Championship, The F.A. Cup and the League Cup?

An Amazing range of Realistic Features and Superb Gameplay combine to create all the Tension, Drama and Excitement of Football Management as you compete for Soccer Glory and THE TREBLE.

With the choice of 3 Skill Levels and the Option to Start in any of the 5 Divisions, TREBLE CHAMPIONS offers a Real Challenge to all Football/Strategy fans from the Beginner to the Expert.

"Treble Champions is possibly the most complete football strategy game to date... It is large, complex and, most importantly, addictive." OVERALL 88% Your Commodore.

CRICKET MASTER

A SUPERB STRATEGY GAME

All the Action and Excitement of one day International Cricket is captured in this Amazingly Realistic Strategy Game.

As TEAM CAPTAIN you will be responsible for Team Selection and your teams Batting and Bowling Tactics, which you can vary from over to over to suit your Match Tactics and the Weather, Wicket and Outfield conditions.

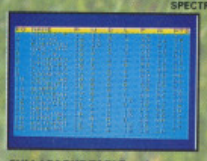
With a Superb Range of Features, Options and Outstanding Gameplay, CRICKET MASTER lets you make the Tactical Decisions that will determine the outcome of each game.

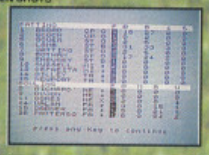
Can YOU succeed in First Class Cricket and Captain your side to Victory against the World's Top Teams?

SPECTRUM SCREEN SHOTS

MATCH SCREEN - Full League Programme and F.A. Cup and League Cup.

SQUAD DETAILS - 100 Teams - Details of over 1500 individual players.


FULL LEAGUE TABLE and Results and League Tables for ALL 5 Divisions.


BATTING & BOWLING ANALYSIS

MATCH OVERVIEW & INFORMATION BOARD

SCOREBOARD & RUN RATES

Spectrum Tape £9.95 · Commodore Tape £9.95 · Amstrad Tape £9.95
Amstrad Disc £13.95 · Amiga and Atari Versions Coming Soon £19.95

Spectrum Tape £8.95 · Spectrum Disc £12.95 · Commodore Tape £8.95
Amstrad Tape £8.95 · Amstrad Disc £12.95

CHALLENGE SOFTWARE

NOW YOU'RE THINKING

Challenge Software: 37 Westmoor Road, Enfield, Middlesex EN3 7LE

TRADE ENQUIRIES WELCOME ON 01 443 1936.

OUR STAR DEALS

U.S. GOLD THE LEADING NAME IN SOFTWARE BRINGS YOU A SELECTION OF THE VERY BEST COMPUTER ENTERTAINMENT AVAILABLE ....

MOONWALKER™
After conquering the world of pop music, Michael Jackson channelled his energy and talent into making his first film.
Now U.S. Gold present the home computer version of that film, endorsed by the Superstar himself.
Feel the rhythm in Club 30, transform into a futuristic silver robot and ultimately beat the drug peddling MR BIG in the unique world of MOONWALKER – a game like no other.
CBM 64/128 Cassette & Disk • SPECTRUM Cassette AMSTRAD Cassette & Disk • ATARI ST • AMIGA • IBM PC

TURBO OUT RUN™
Driving's biggest game ever just got BIGGER! Turbo Out Run takes you on a 4 stage race across America. Along the way you'll battle bumper to bumper with good guys and bad guys, police cars, porsches, blown engines and fickle girlfriends. Drive day-time and night-time, choose manual or auto gearbox, even customise your Ferrari F40 with High Grip Tyres, but whatever else you do ... Use the Turbo booster sparingly – THIS BABY'S HOT AND RARING TO GO!
CBM 64/128 Cassette & Disk • SPECTRUM Cassette AMSTRAD Cassette & Disk • ATARI ST • AMIGA

WINNERS™
A compilation to beat all compilations! Includes Indiana Jones and the Temple of Doom™ • Impossible Mission II™ • Blasteroids™ L.E.D. Storm™ • Thunderblade™ – the greatest names with the greatest games together in one mind-blowing compilation so you can see why we've called it WINNERS!
CBM Cassette & Disk • SPECTRUM Cassette & Disk AMSTRAD Cassette & Disk • AMIGA & ATARI ST (excluding Temple of Doom)

GHOULS 'N' GHOSTS™
Arthur returns! The fearless knight is back in this stunning sequel to Ghosts 'n' Goblins (voted among the top 10 games of 1986). Three years have passed since the evil ones came to do their dirty work. Now they're back and they've captured Princess Hus, but our valiant knight Arthur is charging to the rescue against a formidable array of gruesome enemies and hairy hazards.
CBM 64/128 Cassette & Disk • SPECTRUM Cassette • AMSTRAD Cassette & Disk • ATARI ST • AMIGA

COIN-OP HITS™
C&V.G., the U.K.'s Best Selling Computer Magazine and U.S. Gold are proud to present a compilation of FIVE ARCADE GREATS! Includes Out Run, Road Blasters, Spy Hunter, Thunderblade and Bionic Commando – all arcade sensations in their own right. Why pay to play every time when you can enjoy the best in arcade entertainment in your own home!
CBM 64/128 Cassette & Disk • SPECTRUM Cassette & Disk AMSTRAD Cassette & Disk

MANIAC MANSION™
A comedy thriller that dares to be different! 14 different three character teams selected from seven different characters, each with distinctive talents and personalities meet up with all sorts of zany allies and adversaries. A must for any serious adventure game user who likes their sense of humour 'off the wall'!
CBM 64/128 Disk • ATARI ST • AMIGA • IBM PC

YOUR STAR DEALERS

FOR THE ULTIMATE IN HOME ENTERTAINMENT CHECK OUT YOUR LOCAL STAR DEALERS ... THERE'S ONE NEAR YOU!

AVON
Ace Computers 42 Cannon Street, Bedminster, Bristol. **Tel: 9272 637981**
Ace Computers 3 North Street, Bristol. **Tel: 0272 666341**
● **Virgin Games** 18 Merchant Street, Bristol, Avon. **Tel: 0272 294779**
Model Shop 8 Fairfax Street, Bristol, Avon. **Tel: 0272 273744**

BEDFORDSHIRE
Dowling Computers 3 Harpur Centre, Lower Floor, Harpur St, Bedford. **Tel: 0234 273090**
● **Software Plus** Unit 11, The Boulevards, Harpur Centre, Bedford. **Tel: 0234 66598**

BUCKINGHAMSHIRE
Aylesbury Computer Centre 38 Kingsbury Square, Aylesbury. **Tel: 0296 89480**

CAMBRIDGESHIRE
● **Software Plus** 43 Burleigh Street, Cambridge **Tel: 0223 353643**

CHESHIRE
● **Tim's Megastore** 29/31 Sunderland Street, Macclesfield, Cheshire. **Tel: 0625 34118**

CLEVELAND
● **C.H.I.P.S. Computer Shop** 151 Linthorpe Road, Middlesborough **Tel: 0642 219139**
● **C.H.I.P.S. Computer Shop** Silver Court Shopping Centre, Silver Street, **Stockton on Tees. Tel: 0642 618256**
Computer Shop 14 West Row, Stockton on Tees. **Tel: 0642 606166**
Topsoft 3 Hambletonian Yard, Stockton on Tees. **Tel: 0642 670503**

CORNWALL
Truro Micro Ltd. Bridge House, New Bridge Street, Truro, Cornwall TR1 2AA. **Tel: 0872 40043**

COUNTY DURHAM
● **C.H.I.P.S. Computer Shop** Clarkes Yard, Darlington. **Tel: 0325 381048**
Topsoft 6 Wellington Court Mews, Grange Road, Darlington. **Tel: 0325 486689**

DERBYSHIRE
● **DK Sound & Vision** 7 Lightwood Road, Buxton, Derbyshire. **Tel: 0298 72066**
Gordon Harwood 69 – 71 High Street, Alfreton, Derbyshire. **Tel: 0773 836781**
Microfun 11 Stephenson Place, Chesterfield. **Tel: 0246 550202**
Software City 23 Curzon Street, Derby **Tel: 0322 291219**

DEVON
Computerbase 21 Market Avenue, City Centre, Plymouth. **Tel: 0752 672128**
The Games Cupboard 5 New Bridge Street, Exeter. **Tel: 0392 214128**
The Model Shop 11 Old Town Street, Plymouth. **Tel: 0752 221851**

DORSET
Compute-a-Tape 5 Great George Street, Weymouth, Dorset. **Tel: (0305) 781745**
The Computer Shop 329 Astley Road, Parkstone, Poole, Dorset. **Tel: 0202 737493**

EAST SUSSEX
Computerware 22 St Leonard's Road, Bexhill-on-Sea, East Sussex TN40 1HT. **Tel: 0424 223340**
Softwarecentre 31/32 Churchill Square, Brighton, East Sussex. **Tel: 0273 776576**

EIRE
Computer Leisure Centre, 6 Lower Mallow Street, Limerick, Ireland. **Tel: 010 3536189211**
● **Virgin Games** 14 – 18 Aston Quay, Dublin 2. **Tel: 0001 777180**

ESSEX
● **Computerama** 88/90 London Road, Southend on Sea. **Tel: 0702 335443**
● **Estuary Computers** Victoria Precinct, Southend on Sea, Essex. **Tel: 0702 614131**
● **Software Plus** 336 Chartwell Square, Southend. **Tel: 0702 610784**
● **Software Plus** Liberty Shopping Hall, Basildon. **Tel: 0268 27922**
● **Software Plus** 15 Kingsway, Colchester. **Tel: 0206 760977**
● **Software Plus** Unit 1, 28/31 Moulsham Street, Chelmsford. **Tel: 0245 491746**
● **Software Plus** Unit 1 Queensgate Centre, Orsett Road, Grays. **Tel: 0375 391164**

GLOUCESTERSHIRE
● **G. D. Computer Software** 9 Market Parade, Gloucester. **0452 307108**
The Model Shop 79 Northgate Street, Gloucester. **Tel: 0452 410693**
The Model Shop 22 High Street, Stroud. **Tel: 0433 65920**

GREATER MANCHESTER
Microbyte Unit 176, Halle Mall, The Arndale Centre, Manchester. **Tel: 061 832 1438**
● **The Computer Shop** Unit 121, Market Way, Manchester. **Tel: 061 832 0878**
Vudata 203 Stamford Street, Ashton-under-Lyne, Lancashire. **Tel: 061 339 0326**

HAMPSHIRE
Columbia Computers 17 Columbia Road, Ensbury Park, Bournemouth. **Tel: 0202 535542**
● **Micro Centre** 13 London Road, North End, Portsmouth. **Tel: 0705 697802**
G.B. Microland 7 Queen's Parade, London Road, Waterlooville. **Tel: 0705 239911**
Software Plus Unit B, The Boulevards, Wellington Centre, Aldershot **Tel: 0252 29862**
Ultima 118 East Street, Southampton. **Tel: 0703 639419**

HEREFORD & WORCESTER
Antics 16 St. Swithin Street, Worcester. **Tel: 0905 22335**
G. D. Computer Software 37 Upper Tything, Worcester WR1 1JZ. **Tel: 0905 726259**

HERTFORDSHIRE
Faxminster 23 Market Square, Hemel Hempstead, Herts. **Tel: 0442 55044**
● **Software Plus** Unit 94, Inshops, The Maltings, St. Albans. **Tel: 0727 64347**
● **Software Plus** 13 Town Square, Stevenage. **Tel: 0438 742374**
● **The Games Keeper** 10 Station Road, Letchworth, Herts. **Tel: 0462 672647**
(ST & AMIGA SPEC)

KENT
Computer Leisure Centre 117 High Street, Orpington. **Tel: 0689 21101**
Silica Shop 1 – 4 The Mews, Hatherley Road, Sidcup. **Tel: 01 302 8811**
● **Software Plus** 35 High Street, Gravesend. **Tel: 0474 333162**
● **Software Plus** Unit 2, 4 – 6 Orange Street, Canterbury. **Tel: 0227 438112**
The Micro Machine 354 High Street, Chatham, Kent **Tel: 0634 831870**

LANCASHIRE
Alan Heywood 174 Church Street, Blackpool. **Tel: 0253 21657**
Bits & Bytes Tithe Barn Street, The Rock, Bury. **Tel: 061 764 1989**
PV Computers 104 Abbey Street, Accrington. **Tel: 0254 35345**
PV Computers 97 St. Albans Road, St. Anne's. **Tel: 0253 722969**
The Computer Shop 4 Friargate, Preston, Lancashire PR1 2AU. **Tel: 0772 201482**

LEICESTERSHIRE
● **May's Computer Centre** 57 Churchgate, Leicester. **Tel: 0533 22212**

LONDON
Barkman Computer Services 6/9 Market Place, Kingston Upon Thames KT1 1VY. **Tel: 01 546 5941**
Doublevision 32 High Street, Ealing, London. **Tel: 01 566 1004**
● **Erol Computers** 125 High Street, Walthamstow, London. **Tel: 01 520 7763**
Logic Sales 19 The Broadway, The Bourne, Southgate. **Tel: 01 882 4942**
Microtek Grove Green Road, Leytonstone. **Tel: 01 566 2275**
Shekhana 221 Tottenham Court Road, London. **Tel: 01 889 9412**
Shekana Computers 2 Gladstone House, Gladstone Avenue, High Road, Wood Green. **Tel: 01 631 4267**
Silica Shop 52 Tottenham Court Road, London. **Tel: 01 580 4000**
● **Software Plus** Inshops, 37 – 43 South Mall, Edmonton Green Shopping Centre. **Tel: 01 803 8581**
● **Virgin Games** 100 Oxford Street, London. **Tel: 01 637 7911**
● **Virgin Games** 527 Oxford Street, London. **Tel: 01 491 8582**
● **Virgin Games Store** 14-22 Oxford Street, London. **Tel: 01 631 1234**

MERSEYSIDE
Bits & Bytes 18 Central Station, Ranelagh Street, Liverpool. **Tel: 051 709 4036**
Computer Adventure World Bank Buildings, 1 a Charing Cross, Birkenhead, L41 6EJ. **Tel: 051 666 1132**
Micro Snips (Mail Order), 37 Seaview road, Wallasey, Merseyside. **Tel: 051 630 3013**

MIDDLESEX
● **J.K.L. Computers** 7 Windsor Street, Uxbridge, Middlesex. **Tel: 0895 51815**

NORFOLK
Computer Plus 40 New Conduit Street, Kings Lynn, Norwich. **Tel: 0553 774550**
One Step Beyond 11 Castle Meadows, Norwich, Norfolk. **Tel: 0603 663796.**
Software Emporium 77/87 Magdalen Street, Norwich, Norfolk. **Tel: 0603 633362.**
Viking Computers Ardney Rise, Catton Green Road, Norwich **Tel: 0603 425209**

NORTHAMPTONSHIRE
● **A – Z County Supplies** 23a Lower Mall, Weston Favell Centre, Northampton. **NN3 4JZ. Tel: 0604 414528**
Compleat Computing 1 Central Buildings, Railway Terrace, Rugby. **Tel: 0788 72309**
Softspot 42 High Street, Daventry, Northants. **Tel: 0327 79020**

NORTH YORKSHIRE
The Computer Store 14 St. Sampson's Square, York. **Tel: 0904 646934**
York Computer Centre 9 Davygate Centre, Davygate, York. **Tel: 0904 651862**

NOTTINGHAMSHIRE
Belshaws Computer Shop 51 Balderton Gate, Newark, Notts NG24 3EQ **Tel: 0636 72503**
The Computer Shop Unit 230, Victoria Centre, Nottingham. **Tel: 0602 410633**
Long Eaton Software Centre Commerce House, West Gate, Long Eaton NG10 1EG **Tel: 0602 728555**
Micro Byte 27 Goosegate, Hockley, Nottingham. **Tel: 586454**
Microbyte Unit 109, Upper Broadwalk, Broadmarsh Shopping Centre, Nottingham. **Tel: 0602 586454**
North Notts Computers 23 Outram Street, Sutton in Ashfield, Notts. **Tel: 0623 556686**
● **Virgin Games** 6 – 8 Wheeler Gate, Nottingham. **Tel: 0602 476126**

OXFORDSHIRE
● **Club Computers** 6 Evans Yard, Bicester, Oxon. OX6 7ST.
Panther Computers 2 Regents Arcade, Wantage, Oxon. **Tel: (02357) 4831**
● **Softspot** 5-6 Broad Street, Banbury, Oxon. OX16 8BN. **Tel: 0295 68921**
Witney Computer Centre 105 High Street, Witney, Oxfordshire. **Tel: (0993) 778294**

PETERBOROUGH
Logic Sales 6 Midgate, Peterborough. **Tel: 0733 49696**

SCOTLAND
● **Capital Computers** 12 Home Street, Tollcross, Edinburgh. **Tel: 031 228 4410**
Computer Centre 32 Primrose Street, Alloa. **Tel: 0259 722932.**
Computer Centre 50 Barnton Street, Stirling. **Tel: 0786 64175.**
Database Computers 42 East Port, Dunfermline. **Tel: 0383 724597**
Database Computers 93 Graham Street, Airdrie. **Tel: 0236 47097**
Falkirk Computers 242 Grahams Road, Falkirk. **Tel: 0324 612989.**
Graffix 304 High Street, Kircaldy **Tel: 0592 265569**
Graffix 9 Albert Street, Leith Walk, Edinburgh. **Tel: 031 553 6155**
Inverness Computers 15 Market Arcade, Inverness. **Tel: 0463 226205**
The Computer Shop 75 Rosemount Viaduct, Aberdeen AB1 1NS. **Tel: 0224 647875**
The Micro Shop 271/275 Dumbarton Road, Glasgow. **Tel: 041 339 0832**
Vic's Computer Supplies 31 – 33 South Street, Perth, Scotland. **Tel: 0738 36704**
● **Virgin Games** 131 Princes Street, Edinburgh. **Tel: 031 225 4583**
● **Virgin Games** 28 – 32 Union Street, Glasgow. **Tel: 041 204 0866**
● **Virgin Games Centre** Argyle Street, Glasgow. **Tel: 041-221 2606**

SOUTH HUMBERSIDE
The Computer Store 42 High Street, Scunthorpe. **Tel: 0724 857985**

SOUTH YORKSHIRE
Crazy Joes 145 Effingham Street, Rotherham, South Yorkshire. **Tel: 0709 829286**
● **Just Micro** 22 Carver Street, Sheffield. **Tel: 0742 752732**
Microgamer 20 Cleveland Street, Doncaster. **Tel: 0302 329999**
Micro Fun Unit 12, Guardian Centre, Rotherham. **Tel: 0709 360000**
Micro Fun 10 Peel Street, Barnsley. **Tel 0226 207063**
Micro Fun 83 Holme Lane, Hillsborough, Sheffield. **Tel: 0742 345002**
The Computer Store 44 Market Street, Barnsley, S. Yorkshire. **Tel: 0302 21134**
The Computer Store 21a Printing Office Street, Doncaster. **Tel: 0302 25260**

STAFFORDSHIRE
Burton Software 31/2 High Street, Burton on Trent, Staffs. **Tel: 0283 34388**
Fosters 59, Tamworth Street, Lichfield, Staffs. **Tel: 0543 262341**
Miles Better Software 219/221 Cannock Road, Chadsmoor, Cannock. **Tel: 0543 466377**
Software City 59 Foregate, Stafford. **Tel: 0785 41899**

SUFFOLK
● **Bits & Bytes** 47 Upper Orwell Street, Ipswich. **Tel: 0473 219961**
● **Bits & Bytes** 19 Orwell Road, Felixstowe, Suffolk. **Tel: 0394 279266**
Softsellers 5a Dogs Head Street, Ipswich. **Tel: 0473 57158**
● **Software Plus** 22 St. Matthews Street, Ipswich. **Tel: 0473 54774**

SURREY
The Model Shop 89a Woodbridge Road, Guildford. **Tel: 0483 39115**
Ultima White Lion Walk, Guildford **Tel: 0483 506939**

TYNE & WEAR
Microbyte 56 Garden Walk, The Metro Centre, Gateshead. **Tel: 091 460 6054**
Microbyte The Green Market, Newcastle-upon-Tyne, Tyne & Wear. **Tel: 091 261 9050**
Sunderland Computer Centre 29 Crowtree Road, Sunderland. **Tel: 091 565 3711**
The Computer Shop 7 High Friars, Eldon Square, Newcastle. **Tel: 091 261 6260**
The Computer Shop 9 Maritime Terrace, Sunderland. **Tel: 091 310 8142**

WALES
Allsorts 39 Cross Street, Abergavenny, Gwent. **Tel: (0873) 6903**
Antics 22/24 Castle Arcade, Cardiff **Tel: 0222 229065**
● **E.C. Computers** Glamorgan House, David Street, Cardiff. **Tel: 0222 390286**
Tandy Pier Street, Aberstwyth, Dyfed. **Tel: 0970 625491**
Wrexham Computer Centre 24 Abbott Street, Wrexham, Clwyd LL11 1TA **Tel: 0978 358832**

WEST MIDLANDS
Bull Ring Computers 7 Waterloo Terrace, Bridgenorth. **Tel: 0746 766839**
Computer-Wize 394 Birmingham Road, Wylde Green, Sutton Coldfield. **Tel: 021 382 3252**
Comtazia 204 High Street, Dudley, West Midlands. **Tel: 0384 239259**
Comtazia Shopping Mall, Merryhill Shopping Centre, Brierley Hill. **Tel: 0384 261698**
Microbyte 424 Grand Parade, Bull Ring Centre, Birmingham. **Tel: 021 616 1036**
● **Mr. Disk** 11 – 12 Three Shires, Oak Road, Bearwood, Warley. **Tel: 021 429 4996**
Mr. Disk 8 Smallbrook Queensway, City Centre, Birmingham B5 4EN **Tel: 021 616 1102**
Software City 1 Goodall Street, Walsall. **Tel: 0922 24821**
Software City 3 Lichfield Passage, Wolverhampton. **Tel: 0902 25304**
Venture TV Broad Street, Sidemoor, Bromsgrove. **Tel: 0527 72650**
● **Virgin Games** 98 Corporation Street, Birmingham. **Tel: 021 236 1577**
Watchdog Comp 40 Queen Street, Wolverhampton. Tel: 0902 313600

WEST SUSSEX
Crawley Computers 62 The Boulevard, Crawley. **Tel: 0293 37842**
● **Worthing Computers** 7 Warwick Street, Worthing. **Tel: 0903 210861**

WEST YORKSHIRE
Atom Software 495 Great Horton Road, Great Horton, Bradford. **Tel: 0274 373788**
Microbyte 1 Kirkgate Mall, The Kirkgate Centre, Bradford. **Tel: 0274 308829**
Microbyte 34 County Arcade, Leeds. **Tel: 0532 450529**
Microbyte 33 Kirkgate, Wakefield. **Tel: 0924 376656**
The Computer Store 34/36 Ivegate, Bradford. **Tel: 0274 732094**
The Computer Store 10 Square, The Woolshops, Halifax. **Tel: 0422 69077**
The Computer Store 4 Market Place, Huddersfield. **Tel: 0484 514405**
The Computer Store 40 Trinity Arcade, Bond Street Centre, Leeds. **Tel: 0532 429284**
The Computer Store 13 Westmoreland Street, Wakefield. **Tel: 0924 290139**
● **Virgin Games** 94 Briggate, Leeds. **Tel: 0532 432606.**

WILTSHIRE
Antics 8 Regent Circus, Swindon. **Tel: 0793 611253**

● SSI recommended dealers.

THERE'S A GOOD DEAL MORE – AT YOUR LOCAL STORE!

ISM

IN-STORE MARKETING
2/3 Holford Way, Holford,
Birmingham B6 7AX.
Tel: 021 625 3388

FAST LANE

Artronic speed into the competitive world of racing simulations

Better than your average pit-stop. You can change anything up to the angle of your spoilers - impressive!

RACING games have been popular, it seems, right from misty beginnings of video game technology. Pole position was probably the first really successful racing game to hit the arcades, and soon spawned a plethora of clones, both in the arcades and on home computer formats. Early efforts on micros, like Psion's *Chequered Flag*, were graphically very primitive with fairly simple gameplay. That is, you had a single car, a selection of tracks which were more or less the right shape, and not a lot else. The novelty was in having a 3D display, crude as it was.

Over the following years, many more racing simulations were to emerge. Slowly improvements were made to the simple effect achieved by *Chequered Flag*. Other cars were added, the background graphics and sprites were improved, and the handling of the car made more realistic. Now we are at the stage where, in terms of presentation and realism, the actual race itself has come about as far as it can given the constraints of existing technology.

So what's the next step? Well, Mandarin showed the way here. Motor Racing is about far more than just the race itself. There is the preparation of the car, briefing the driver, organising pit stops, and countless other considerations necessary for successful racing. *Lombard Rally* went some way towards including these factors, in addition to superb graphics and realistic car handling.

Artronic are now giving the same treatment to Group C driving. The game is based around the Spice Engineering Team. The car you are driving is their SE89C Cosworth powered C1 racing car. All of the elements you expect from a game of this type are here. The graphics are fairly smooth and fast, and do manage to give an impression of speed. My only gripe on the graphics front is that the roadside objects and other cars are not that convincing.

As far as handling is concerned, the simulation is reasonably realistic. You can almost feel the engine complaining if you try to overwork it at low gears. The car will also stall in certain circumstances. You certainly can't get round any of the courses by slamming your foot (or finger) down and hurtling round the whole thing in top gear, no matter how deft you are with a joystick. Try this and you'll only end up coming off the road at the first sharp corner, and that is a bone shuddering experience, I can tell you. Unlike a lot of inferior simulations you really need to think as you drive, just as you would do with the real thing. It will take you at least three or four laps of each circuit before you have got the bends just right.

Your ultimate aim is to compete in, and win the world championship. Before you do that you can do practise laps for each of the available circuits. One very nice feature when you are practising is that you can't just go. You have to perform the correct starting up procedure first. This means switching on the electrics, the ignition, and so on. Then you can fire up the starter motor, put the car in gear and move off.

The other area in which **Fast Lane** has a little more than any run-of-the-mill racing game is in the pre-race preparation and pit stops. You have complete freedom to set up your car, from tyres to spoilers. It is very necessary to spend some time at this since the driving conditions can change quite drastically. You may be driving at night, or in pouring rain. These will obviously require a different mechanical setting to that needed for driving in the middle of the day in hot, dry conditions.

Undoubtedly *Fast Lane* has many superior features, and these will appeal to racing enthusiasts. In essence, however, the game does not really score much over some of the other driving simulations to appear recently. Do give it a try though — it could well be your cup of tea.

● Laurence Scotford

RELEASE BOX

ATARI ST	£19.99dk	OUT NOW
AMIGA	£19.99dk	OUT NOW

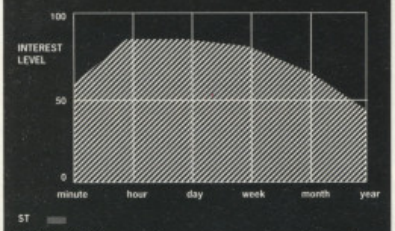
ATARI ST VERSION

The graphics are quite nice on the whole, although the roadside objects and other cars can sometimes look a bit wierd. Sound, other than a fairly nice piece of title music, is restricted to the usual engine and crashing sound effects, but these are done quite well.

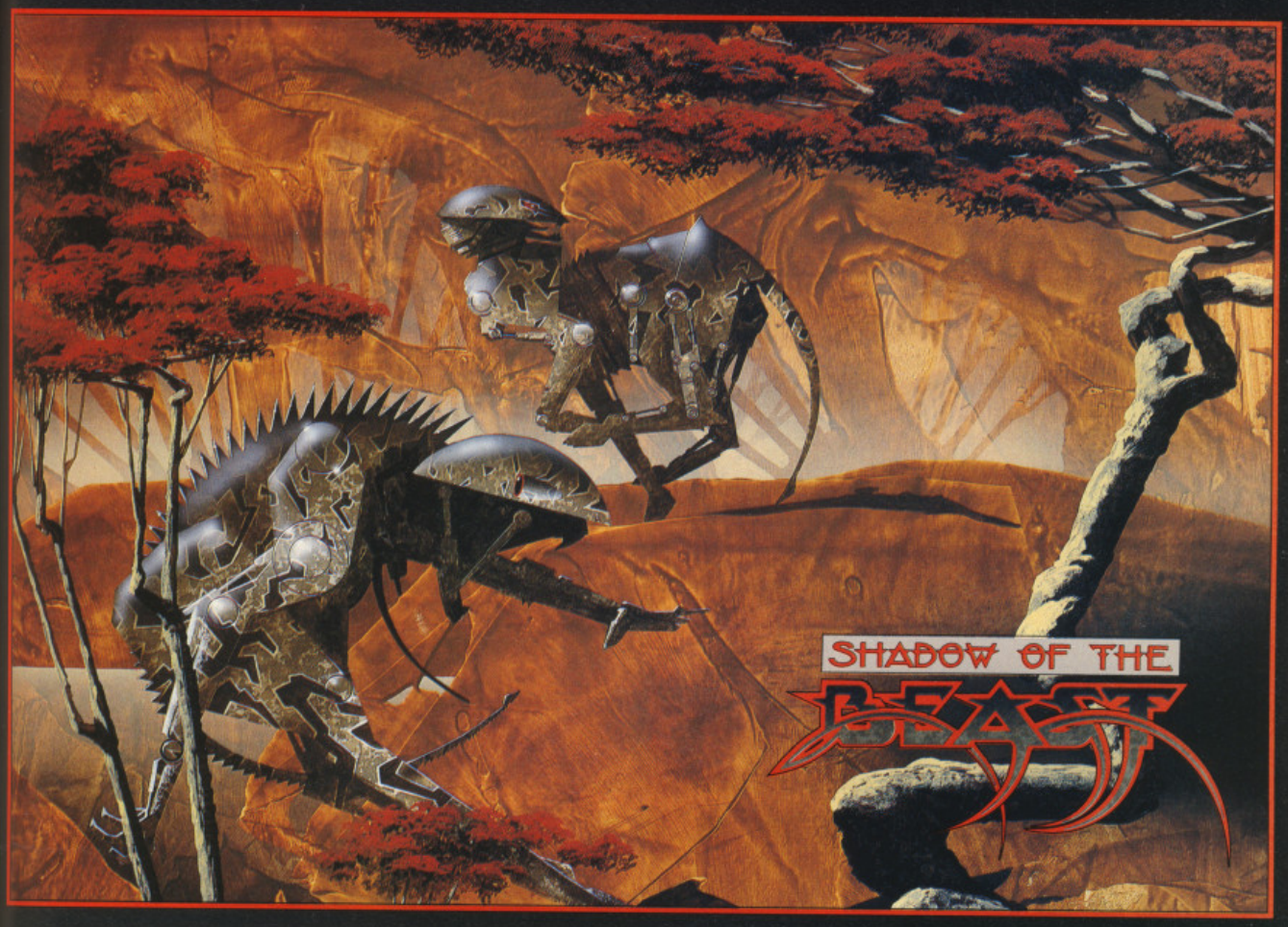
GRAPHICS	**8**	**IQ FACTOR**	**6**
AUDIO	**7**	**FUN FACTOR**	**7**

ACE RATING 715

PREDICTED INTEREST CURVE



While this is not the most spectacular racing sim to hit the streets, if you take to it initially you will probably keep coming back to it for some time.



SUPERB FREE 'T' SHIRT

ENCLOSED IN EVERY GAME

ORIGINAL UNIQUE ROGER DEAN DESIGN

THE BEAST IS AMONG US

This is it - A whole new dimension in computer games
50 frames per second arcade quality scroll
350 screens - 132 unique monsters
13 levels of parallax scrolling
900K of emotive music
2Mb of graphics compressed in two disks.

A TRULY MASSIVE GAME FOR THE AMIGA 500, 1000 & 2000

PSYGNOSIS - GAMES PEOPLE PLAY

Screen Shots from the Amiga version

AMIGA £34.95/ATARI ST COMING SOON

FANTAVISION

DOMARK/BRODERBUND get animated.

FANTAVISION aims to take the hassle out animation by doing most of the hard work for you. Simply by drawing a character in one frame, and then drawing it in either a different position or pose in the next, the program will supply the in-between stages required to create a moving and animated sequence.

The program works on any Amiga, although the more memory available the more ambitious a project can be, and all graphic modes, including HAM, are supported. As the program is specifically designed to create the objects and characters in the foreground of an animated sequence, backgrounds should be drawn (or digitised) with a dedicated art package, and then imported. To this end *Fantavision* will accept any standard .IFF or ILBM picture file.

POINTED OBJECTS

The objects being created and animated in the foreground are made up from points, with lines connecting them. The more points an object has , the smoother and more complex it appears on screen. Even circles are simply a collection of points, the default being 18, which only become noticeable with quite large circles covering most of the screen. The default maximum number of points that an object can have is 64, though both those figures are only restricted by available memory and speed loss. Having enough memory to produce a 400 point object may be fine, but it isn't going to move quickly when *Fantavision* tries to animate it.

TOOLS OF THE TRADE

There are a number of tools to aid object creation, including a pencil, square, circle, knife, point inserter and bitmap creator. In order to finish an object, and fill it with the currently selected colour and fill pattern (there are 37), it is necessary to plot the final point in the same position as the first. This isn't particularly easy so the right mouse button, which undoes the previously plotted point, is frequently utilised. The bitmap creator icon allows for rectangular slices of pictures to be cut and stored as an object. However, an object created in this manner cannot be rotated or manipulated, but can merely have its position moved.

The most powerful tools are the rotate, zoom, and the 3-D rotate options. The latter can be used to rotate the object around a horizontal axis, thus giving the appearance of flipping the object end over end, or around a vertical axis to simulate the object turning away from the viewer, before turning completely back around again.

Unfortunately there is a small problem with these options in that any object so rotated becomes smaller, an anomaly caused by rotating a two dimensional object in three dimensions. Should an object be rotated from one frame to the next so that it appears edgeways on, that object in the second frame cannot be then rotated back again using the same tool. In order to get around this, it is necessary to copy the original object over to the third frame for fresh manipulation.

The final collection of tools allow objects to be leant either on the vertical or horizontal axis, squashed or stretched, and flipped back to front or upside down.

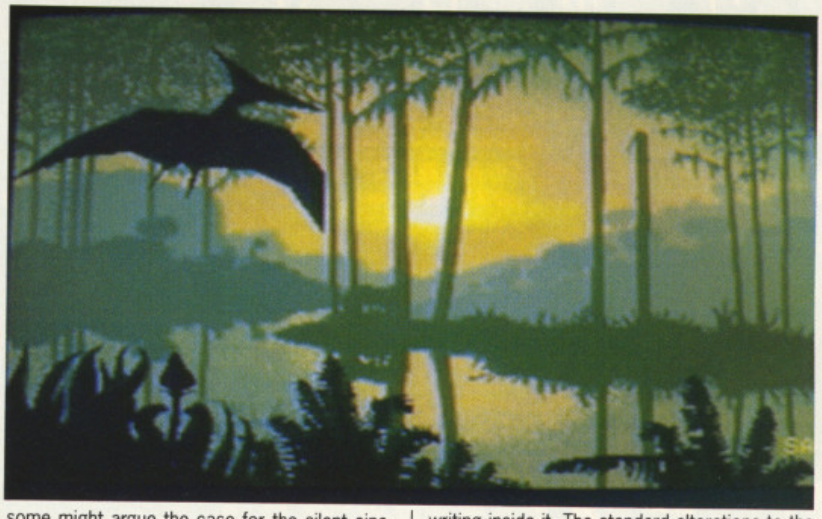
OBJECTS IN MOTION

Having created as many objects as required in the first frame of a Fantavision film the next step is to move and manipulate them all in the second. Rather than having to copy all the objects across, the program allows entire frames to be cloned. Then all that needs to be done is to add or take away points from objects, and to move them to their new positions. New objects can be introduced at any point, and old ones can be deleted, or even made part of the background. Objects moving across the background do not disturb it, but should that background be a HAM image then very strange colour smearing effects are noticeable inside an object as it is animated.

It is the number of in-between stages, supplied

by the program, which determines the apparent smoothness of the animation. The default number is 16 but this can be upped to a maximum of 128. If a high number is selected, and there are a lot objects, each with a sizeable number of points then it is usually necessary to increase the speed of the animation from 25% to anything up to 400%.

There are four styles of animation which govern what the film will look like when running. The first is Normal mode, which simply erases an object from one position, restores the background, then redraws the object at the next. This is the default for all frames, but can be changed on any or all frames to one of the following: background, lightning and trace. Background as mentioned earlier is used to make an object become part of the background and thus not affected by any of the other objects or any special effects. Lightning simply causes the object to flash as it is moved, and is most effective when the object has a different colour border than the fill colour, and the animation speed is slow. Finally trace mode does not erase an object at all when animating it, thus leaving a trail behind it. If a subsequent frame then is set to normal mode all the trail shapes will be removed, leaving only the object in its final position.



COLOURS

Each frame has its own associated palette of 32 colours which can be modified independently of all the others, or globally if so desired. Each colour can be redefined individually, or the overall brightness of the whole palette can increased or decreased quite easily. Colours can be swapped around, copied, or a range of shades can be produced by nominating the start and finish colours. Any changes to the palette can be undone if they go drastically wrong, and if wholesale changes prove unsuitable then the entire palette can be changed back to its default settings instantly. Naturally any palette can be copied and pasted onto any other frame within the film.

SOUNDS INTERESTING

Of course it wouldn't be much of a cinematic spectacular if there was no sound, though some might argue the case for the silent cinema. Fantavision does not provide anything in the manner of programming the sound chip to produce effects or facilitating arranging notes to produce music. Rather, it offers two channels of sampled sound (standard .IFF format) per frame.

There are a number of examples on the Fantavision disk, which can be loaded and experimented with using the volume, balance, echo, pitch and duration sliders. Just one basic sample can be made to sound quite different in a number of frames simply by introducing an echo and altering the pitch. Any sound can be test played to see whether it is what you want, and if not it can be removed from memory.

Once a sound effect meets requirements adding it to the film is simplicity itself. Go to the right frame and click on Sound from the Film menu, then on the OK gadget.

THE WRITTEN WORD

Undoubtedly the single most disappointing aspect of Fantavision is the manner in which it handles text. There are only four fonts, of which only two are really usable, and there is no option to design any more. However, fonts designed with other packages can be loaded in. Text is produced by creating a box, and then writing inside it. The standard alterations to the typeface, such as bold, italics, and underline can be used, but they affect all the text with in the box, rather than just specific line. Worse still is that the most powerful tools in the Fantavision locker, the rotate, squeeze, stretch and flip options simply resize the actual text box. The text inside is not altered in any manner, but reformatted so that it fits within the new box.

THE GOOD, THE BAD AND THE SLOPPY

The smoothness and speed of animation in a Fantavision movie are very impressive, as are the object manipulation tools, and the program only really starts to falter when dealing with text. The mouse control is a little sloppy when using the colour palette, and it is very easy to make a mistake when creating an object. Thankfully it is nearly as easy to correct those mistakes.

While Fantavision certainly can't let you produce the Last Starfighter on your Amiga, it does have many other applications and gives a thorough grounding in the basic techniques of animation.

● Duncan Evans

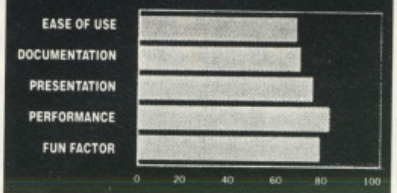
TURN TO THE PINKS...

For an explanation of animation techniques, consult this month's Pink Pages.

RELEASE BOX

AMIGA	£39.99dk	IMMINENT

ACE UTILITY RATING



Fun to use with powerful features, marred by annoying shortcomings

770

THE FASTEST, MOST THRILLING, 3D DRIVING GAME YET!

Take the wheel of your turbo-charged Porsche as you and your partner go in pursuit of dangerous criminals all driving an evil array of souped-up roadsters.

TURBO BOOST!

Need to catch up in a hurry? Well, just one press of your Turbo Button will leave your eyes in the back of your head!

BARRELLING THROUGH THE CITY STREETS,

along the roughest of dirt tracks and through busy tunnels – if you can hold the line! The low life can run, but they can't hide ... **CHASE H.Q.**

AMSTRAD	SPECTRUM	ATARI ST	AMIGA
£9.99	£9.99	£19.99	£24.99
COMMODORE	SPECTRUM	ATARI ST	AMIGA

Ocean Software Limited · 6 Central Street · Manchester · M2 hone

VOTED ARCADE GAME OF THE YEAR

CHASE H.Q.

WAK-O

LET'S GO MR. DRIVER!!

HIGH SCORE 3907579
SCORE 1933747
TIME 21
DISTANCE
SPEED 10

TAITO

TAITO CORPORATION

ocean

M2 5N Phone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650

L I V E !

Welcome to the World Champion of 80 c.c. Motorcycling.

Direct on your screen - taken from life.

From the tough practice sessions to dazzling speed of the race, passing thro demanding qualification heats t determine your position on the star grid (if and when you qualify).

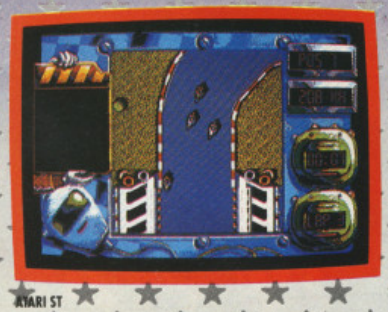
All this on 7 racetracks ac the world. 12 men in a relen struggle for victory.

GRAND PRIX MASTE program developed under guidance and supervision of four times World Champion Jo Martínez "Aspar".

An authentic simulation featurin

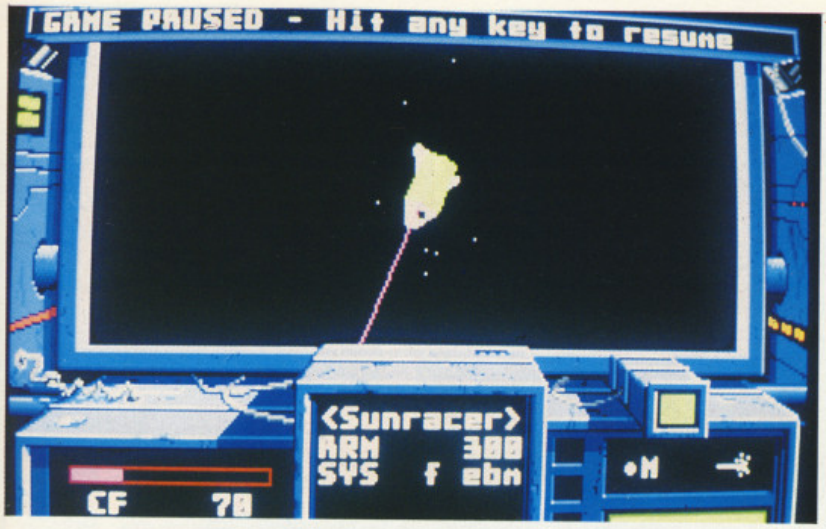
- Detailed reproduction of the ac racetracks.
- Partial and general classifica standings.
- Scoreboard with speed indica chronometre, position and laps left to fin
- Information from boxes (time, last etc...)

GRAND PRIX MASTER is so real that w you cross the finish line in first place will feel the emotion of winning.Then time to take off your helmet and uncor huge bottle of champagne in celebration!



	CASS	DISK
AMIGA		19.95
ATARI ST		19.95
PC (CGA/EGA) 5 1/4"		19.95
PC (CGA/EGA) 3 1/2"		19.95
SPECTRUM	9.95	14.95
AMSTRAD CPC	9.95	14.95
COMMODORE 64	9.95	14.95

Distributed b
USD



Your ship twists through empty space, but you won't be alone for long. This is as good a time as any to test your strength and practise a few laser volleys.

SPACE ROGUE

ORIGIN boldly goes...

MALIR Gates are like Interstellar Channel Tunnels, they hang in Space waiting to catapult daring travellers across vast pan-galactic distances within a matter of seconds. Near the entrance to such a gate, a Cadet on EVA moves away from the merchant craft Princess Blue towards a curiously abandoned scout vessel. Suddenly... alarmingly... a swarm of the human race's worst enemies - the Manchi - arrive. They atomise the Princess Blue before leaving without so much as a "Sorry about the mess". With nowhere else to go, the Cadet enters the scout ship. All systems seem to work. Swearing to avenge the destruction of the Princess Blue, the Cadet commandeers the ship and becomes a "Space Rogue"...

...Which isn't the exciting life it's cracked up to be. Naive ideas that being a Space Rogue means swooping daringly around other ships and pulverising them with weapons of incredible force soon fade away. It transpires that the title brings with it a life of journeying to space stations, mining rigs and distant outputs to explore and solve puzzles.

Exploration is in the classic *Ultima* style. You move in a Gauntlet-esque fashion between rooms; encountering doors, objects, arcade machines (displaying "Hive", a game within this game, like *Space Quest III's* "Space Chickens") and people. These people are vital to the game, you have to talk to them to gain any help at all. In the right way at that, or you could blow chances of riches, help or indispensable information. Being open and frank means you get sucked into missions such as bribe delivery, helping rogue androids, or undertaking to raid a merchant ship to get pally with pirates. Actually, you do get to do a bit of pulverising. If you switch from the navigation computer (which shows the area you are in as a 2D grid with each square containing a symbol to show its contents), the view changes to that of your surroundings, displayed using filled 3D vector graphics. This view is used to dock with space-stations, and also for skirmishes with other craft. As you lock onto another ship, guides appear to show which way to turn to get them in your sights. You soon discover that to transform anything into space debris requires more firepower than your standard laser can offer. Plasma bombs, heat-seeking missiles, nuclear missiles (!), or improved lasers can all be bought (for a price, of course) from all good space stations.

The 3D view is also required for travel between Malir gates. Having approached the tube-like gate correctly, space disappears, replaced by a seemingly endless succession of circles which weave their way into the distance. Not passing squarely through a circle (!) means a gradual loss of shield power which will have the same eventual effect as being hit by a very big missile... it's so easy to die in space.

Don't you just know it's time to cancel social engagements when you get an Origin game and wade through the box's contents. A novella, catalogue, key guide, ship reference card, warranty card, arcade game advert, poster, owner's guide... you can imagine the glint in the eyes of the lumberjacks as they shouted "Pass the Chainsaw" and chopped down another forest for Origin's use (little bit of politics, my name's Jeffrey Davey, thank you and goodnight). But I forgive their destruction of woodland because it's a good game. Whilst it starts off confusing, gradually more and more things pop up to interest the player. OK, so space combat has been done before but this is enjoyably varied with extra weapons, great graphics and innovative touches. You can even see other ships dog-fighting and, as you manoeuvre, view your ship from an out-of-cockpit perspective, neat!

● Jeffrey Davy

RELEASE BOX

ATARI ST	£29.99dk	December
AMIGA	£29.99dk	December
C64	£19.99dk	IMMINENT
IBM PC	£29.99dk	OUT NOW

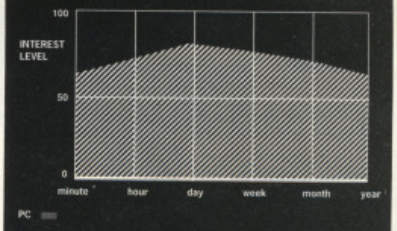
PC VERSION

The colourful and rapid flight and exploration graphics add to the lure of this interesting game. Sound, though, is sparse but this is a peripheral point as you delve deeper into the game's mysteries.

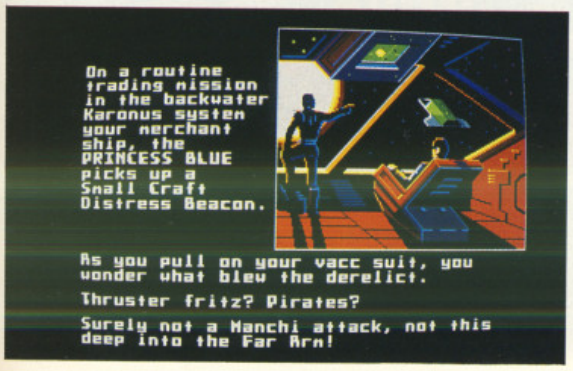
GRAPHICS	8	IQ FACTOR	8
AUDIO	4	FUN FACTOR	7

ACE RATING 765

PREDICTED INTEREST CURVE



An initially awkward game which will soon hold you in its web of intrigue.



Oh dear, looks like there's something very sinsiter going on...

POWER

ACTIVISION go for Xmas pole position

MAJOR end of year conversions are something of a speciality for Chris Butler. The long serving 8 bit programmer has been responsible for producing home computer releases of arcade games around Christmas before with Thunderblade last year, and, in the past, *Space Harrier* and *720*.

Butler's work has some hallmarks, and one of the most notable of these is his ability to produce very fast scrolling and that's obviously a recommendation for a race game like Power Drift.

Whether *Power Drift* can be a major Christmas contender is less clear. The game was undoubtedly a success in the arcades, but I'm not sure why. Compared to other race games released this year like *Monaco GP*, *Hard Drivin* and Namco's *Winning Streak* though, it's not in the same class for graphics, sound or realism. Nevertheless in the past average arcade games have made excellent conversions and topped the charts. *Combat School* comes to mind.

Where *Power Drift* does have an edge, is in the format of its game design. It's a fun game, rather than a no-nonsense grand prix racer, with a cast of wacky characters charging around a course which is a mixture of off-road racing and fun park roller coasting.

The idea is to complete five courses, each of five stages, composed of four laps. There's a field of twelve to battle it out with and to qualify you'll have to finish in the top three to continue on in the game. That's it.

One major plus in favour of this conversion is that it all loads in one go, so there's no delay while you wait for extra courses to appear, or worse still, fail to appear when the game crashes. There is a price for this and that's in the omission of the bonus track. Elsewhere everything points to another competent piece of programming. The game certainly moves quickly enough, with a reasonably smooth screen update and responsive controls and a well balanced challenge. The characters all have their own quirks and it's nice to see them gesturing offensively - the most attractive touch of the coin op - when they pass a competitor.

There's no mistaking Chris Butler's style, and there's no mistaking his graphics, largely constructed of character blocks, which give the game a square look. There's also a lack of colour that makes it a little drab looking. Sound is competent, but offers little in aural interest with no samples or speech from the coin-op.

Power Drift is undoubtedly a competent conversion, but whether the licence is strong enough to make it a big seller is unclear. Certainly if you compare it to Microprose's Stunt Car (reviewed elsewhere this issue) it doesn't compete as a purist's racing game. I know which I'd rather play.

● Mike Pattenden

AMIGA VERSION

If the 64 conversion is competent and playable, then its 16 bit counterpart is the opposite. Graphically and sonically its all you could want, but as a piece of programming it's a dog's dinner. The challenge rapidly dissipates when you realise the game is unplayable in places. At certain points the track just becomes a mess, leaving you to wonder which way to turn. The result is confusion and lost time. Take it away from me.

GRAPHICS	8	IQ FACTOR	4
AUDIO	8	FUN FACTOR	6

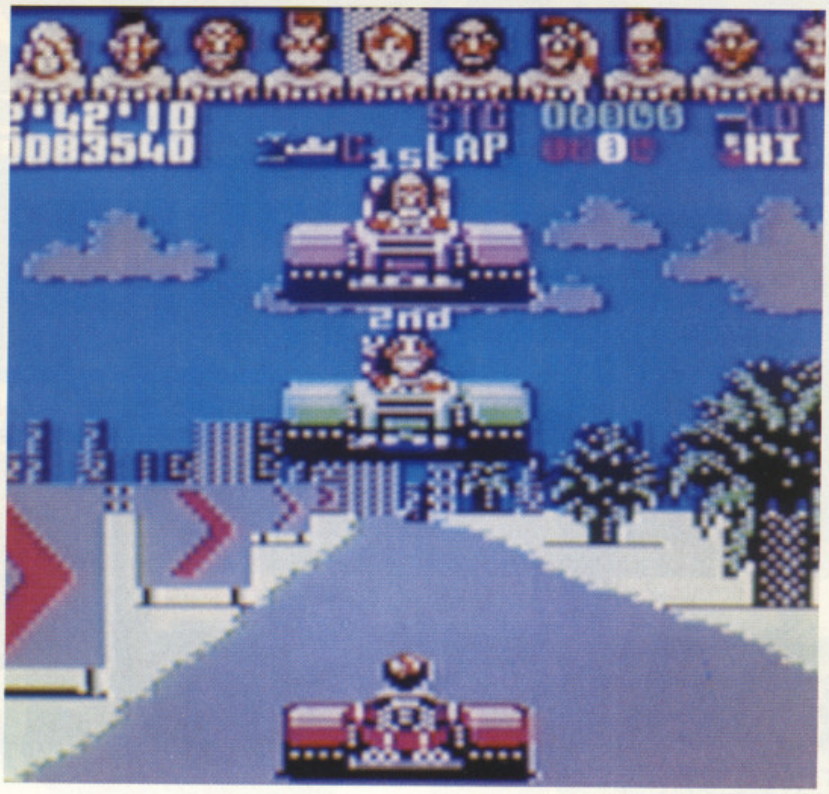
ACE RATING 645

C64 VERSION

More of an interpretation of the original coin-op than a direct conversion attempt. This pays dividends in the gameplay as the road layouts are far more playable – particularly the absence of the crossovers. Graphics and sound are also more basic but again the plain grey tracks are more convincing than the attempt on the Amiga version to emulate the coin-op tracks with all their detail. Animation is competent in the C64 version – making for an absorbing race game.

GRAPHICS	8	IQ FACTOR	4
AUDIO	8	FUN FACTOR	8

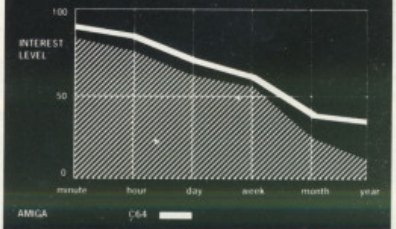
ACE RATING 725



DRIFT

RELEASE BOX		
ATARI ST	£19.99dk	IMMINENT
AMIGA	£24.99dk	OUT NOW
SPEC	£9.99cs	IMMINENT
AMSTRAD	£9.99cs • £14.99dk	IMMINENT
C64/128	£9.99cs • £14.99dk	OUT NOW
PC	£TBA	EARLY '90

PREDICTED INTEREST CURVE



High initial impressions give way to long-term disappointment.

THIS IS NO GAME!...

Can you handle the pressures of a professional footballer whose aim is to become the number one striker and Footballer Of The Year?

Be prepared to work as hard off the field as you do on it.

FOOTBALLER
OF THE YEAR 2

FOOTBALLER OF THE YEAR FEATURES

- Customised league ta
- League
- Gremlin Supercup
- UK Supercup
- European Supercu
- World Supercup mat

Being a Footballer Of The Year is not just ball-skills and the glory of goals, you have to be part of a team and have an in-depth knowledge of the sport.

- Blackboard tactica planning and actio sequences.
- Double or nothing tr
- Transfer opportuni and International gl and much more.

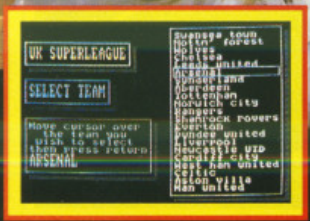
SPECTRUM 48/128K
Cassette £9.99 Disk £14.99
CBM 64/128
Cassette £9.99 Disk £14.99
AMSTRAD CPC
Cassette £9.99 Disk £14.99
ATARI ST & AMIGA
£19.99

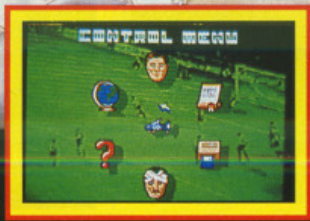
Go for it! Score goals, make th right decisions a the glory of Footballer Of T Year can be you

THIS IS REALITY

GREMLIN

SCREEN SHOTS FROM VARIOUS FORMATS





All mail order enquiries to Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: (0742) 753423

I don't know what he is smiling about, in the racing game of the year stakes, this effort from Dinamic just fails to qualify!

GRAND PRIX

On your bike DINAMIC

1989 will without doubt be remembered as the year of the race game - we've seen Continental Circus, Stunt Car Racer, Power Drift, RVF, Test Drive II, WEC Le Mans and Vette, and with Hard Drivin', Chase HQ and Turbo OutRun still to come, there's virtually no room left on the starting grid for yet another contender - or at least that's what it would seem...

Dinamic Software's effort is based on the 80cc Motorcycling World Championship, and comes approved by Jorge Martinez 'Aspar', four times World Champion. Your aim is to follow in Aspar's tyre tracks and win the Championship.

Grand Prix Master's most noticable innovation is the use of a scrolling plan view a la Hot Rod to portray the action, as opposed to the more familiar first and second person perspectives. There are seven tracks to race over, all of them supposedly faithful recreations of the real things.

Before going into the Championship head first, players can opt to take a spin round the tracks in a warm-up lap or take in an aerial preview of the track before taking part in a compulsory qualification round from which the slowest 4 of the 12 racers are eliminated. Then follows the race proper, and if you emerge from that victorious, you go on to the next circuit...and the next...and the next. A status panel provides all the relevant race data including speed, current position and remaining laps.

As in real Grand Prix racing, wins and positions are converted into points that are accumulated on a master scoreboard to form a racer's 'league' - the highest points scorer at the end of the tournament gets to soak everyone with Champagne.

Grand Prix Master lacks the one thing that makes or breaks a racing game - any feeling of speed or exhiliration. The 'action' crawls along at a snail's pace (that is, when you're not struggling with the control mode) and the lack of any sound effects in favour of an unsuitable in-game tune doesn't help matters. With so many excellent racing games currently on the circuit, there's no need to have to resort to this sub-standard effort.

● Gary Whitta

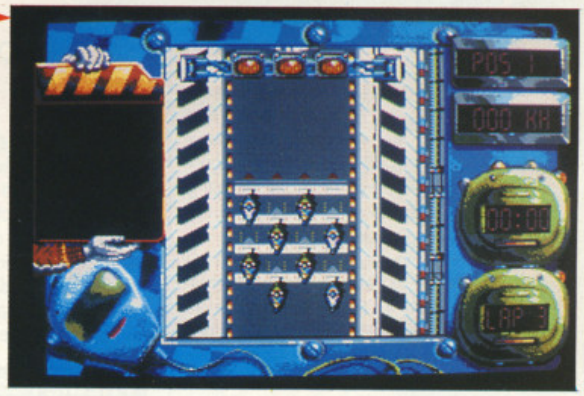
AMSTRAD VERSION

Grand Prix Master is spoiled by sloppy execution - the scrolling is jerky to the point of being distracting (a flaw which is inexcusable on the ST and Amiga) and the control mode is so fiddly just staying on the track is a tiresome and frustrating job. To cap it all the graphics are too small and poorly defined - it takes a while just to work out which way round the bike is facing! With so many excellent racing games currently on the circuit, there's no need to have to resort to this sub-standard effort.

GRAPHICS	4	IQ FACTOR	2
AUDIO	3	FUN FACTOR	3

ACE RATING 423

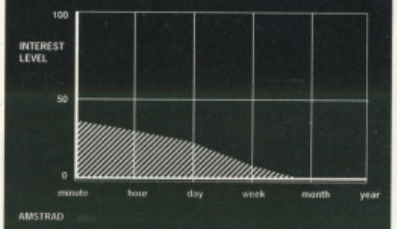
The riders are lined up on the starting grid, the crowd are waiting, the pit crews are ready, and the tension is mounting... well, sort of!



RELEASE BOX

ATARI ST	£19.95dk	IMMINENT
AMIGA	£19.95dk	IMMINENT
SPEC 128	£9.95cs • £14.95dk	IMMINENT
AMSTRAD	£9.95cs • £14.95dk	IMMINENT
C64/128	£9.95cs • £14.95dk	IMMINENT
IBM PC	£19.95dk	IMMINENT
MSX	£9.95cs	IMMINENT

PREDICTED INTEREST CURVE



No point in driving down this slope – you can walk it just as easily.

Whoops! Those lousy controls again...

The ball admidst some of the many hazards to be found in *Rock 'n' Roll* from German games wizards, Rainbow Arts.

ROCK 'N' ROLL

Will Rainbow Arts roll straight to the top slot?

WARNING! If you like sleeping don't buy this game. If you want to ignore my advice then go right ahead, but don't blame me when you find yourself huddled over your keyboard at three o' clock in the morning, bleary eyes fixed on the screen, hand feverishly clutching the mouse... get the picture? Good, 'cos I assure you it will happen.

Rock 'n' Roll is one of the most brilliantly addictive games I have come across in a very long time. There are elements of many other games within it, but it manages to combine these to create a very distinctive flavour - one that you will take to instantly.

The game has you controlling a ball through a series of 32 levels. These are divided across 7 continents each of which has different features and peculiarities. If you remember Marble Madness you will have some idea of the way that the game works.

The mouse is used to control the ball. The speed with which you move the mouse affects the ball's speed and inertia, while the direction of movement, obviously enough, affects the heading of the ball. This actually works very well and, provided your mouse is clean and working properly, you will find the game extremely playable using this method of control. It wouldn't have been quite the same using a joystick - it remains to be seen how well the game will work on joystick only formats.

There is only one way to get through each level and it will take quite a bit of experimentation before you find it. Things aren't quite as simple as just rolling a little ball around a two dimensional surface since there are various objects to be negotiated. These take the form of magnets, which attract the ball, ventilators, which blow the ball away, arrows, which roll the ball in a specific direction and so on. As well as impeding your progress and generally making a nuisance of themselves, many of the objects will also drain your energy. Lose too much energy and your ball collapses miserably.

The other aspect of the game world – which you will soon learn the hard way – is that it's built on a platform sitting high about a blue graphic sea which can be seen executing a very nice piece of parallax scrolling through occasional gaps in the landscape. Roll into one of these gaps and you plunge headlong to your death. Unless, that is, you happen to possess one or more little parachutes. Open these up before you hit the bottom and your ball will live to roll another day.

Parachutes are one of the many useful items you can pick up within the game world. Some of these will be essential if you are to complete the level. The handy goodies you can collect include the aforementioned parachutes, armour for your ball, coloured keys for accessing appropriately coloured doors, bombs, and so forth. The purpose of most of the items is self-explanatory, but you will still have to work out exactly when and where each of them should be put to use.

Nothing comes for free, however, so before you can collect any goodies you have to find some money to pay for them. This comes in the form of coins of various denominations left lying around on each level. Further reward comes in the shape of coloured diamonds which, when collected, give you bonus points, the value of which depend on the colour of the gem.

The ideas in *Rock 'n' Roll* are not exactly revolutionary, and if you have played lots of similar ball games then there might not be enough new elements here to hold your interest. My only other gripe is that the soundtrack, while being quite OK for a while, is a bit repetitive - but you do have the option to switch it off. It is these two things alone that stop this from becoming a 900+ game, otherwise all the right elements are there.

There are some very nice touches, like the way the ball slips and slides over patches of ice, and the way the view pans as the ball travels through pipes. But these are all just icing on a very nice cake. I would venture that this is the best of 'control the ball' type games to appear yet, and unless you are absolutely sick of them, (or you really are concerned about your beauty sleep), then I thoroughly recommend you pop out and buy it today!

● Laurence Scotford

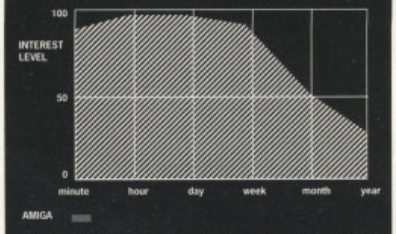
AMIGA VERSION

While the graphics are not exactly pushing this machine to the limit, they are still very nice. The scrolling, on the whole, is very smooth. Sound is a bit repetitive, but you can turn it off quite easily. This is going to be one of those addictive games that will make Amiga owners sleepy eyed and late for work. What better reason do you need to buy it?

GRAPHICS	8	IQ FACTOR	7
AUDIO	6	FUN FACTOR	9

ACE RATING 875

PREDICTED INTEREST CURVE



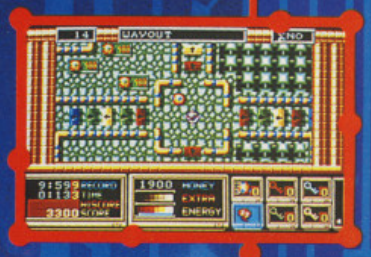
A game you'll play and play, but one you've solved it, that's it!

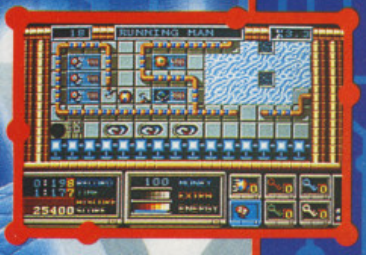
RELEASE BOX

ATARI ST	£19.99dk	IMMINENT
AMIGA	£19.99dk	OUT NOW
SPECTRUM	£8.99cs • £12.99dk	IMMINENT
AMSTRAD	£9.99cs • £14.99dk	IMMINENT
C64/128	£9.99cs • £14.99dk	IMMINENT

Goodness gracious great balls of fire

ROCK 'n ROLL





Screen shots from Amiga version.

Tops for action skill and great music!

Rock your way around 32 enormous levels of action packed fun and tantalising skill to the lively sounds of the latest rock beats. Show your skill over treacherous precipices, irritating valve systems and tantalising teleport pads. Arm yourself with bombs, spikes, parachutes and shields and let yourself submerge into a world of fantastic animation and mind blowing sounds ... it won't be long before you've .... SOLD YOUR SOUL TO ROCK 'N' ROLL

Rainbow Arts®

CBM 64/128 & Amstrad
Cassette £9.99, Disk £14.99
Atari ST & CBM Amiga
£19.99
Spectrum
Cassette £8.99, Disk £12.99

Rainbow Arts (UK) Ltd., 65 Sketty Close,
Brackmills Business Park, Northampton NN4 0PL. Tel: (0604) 768711

LORICIEL SOFTWARE..
..HOT ON THE STREETS

Loriciel, the top Software Publisher of France, are about to hit the streets and your screen with some of the most original and creative products Europe has ever seen. Whether it's Simulations, Arcade Games, Shoot'em ups, light relief or serious challenges, they really have got something for everyone.
SO WATCH OUT FOR LORICIEL .....

You'll need lightning reactions and not a little skill to negotiate all 12 levels of this classic pinball simulation complete with dazzling lights, dual flippers, tilt feature, authentic sound effects – in fact all the fun of the arcade in your own home!

The crowd are cheering you on and if you make it then you truly deserve the title Pinball Wizard!

LORICIEL

U.S. GOLD

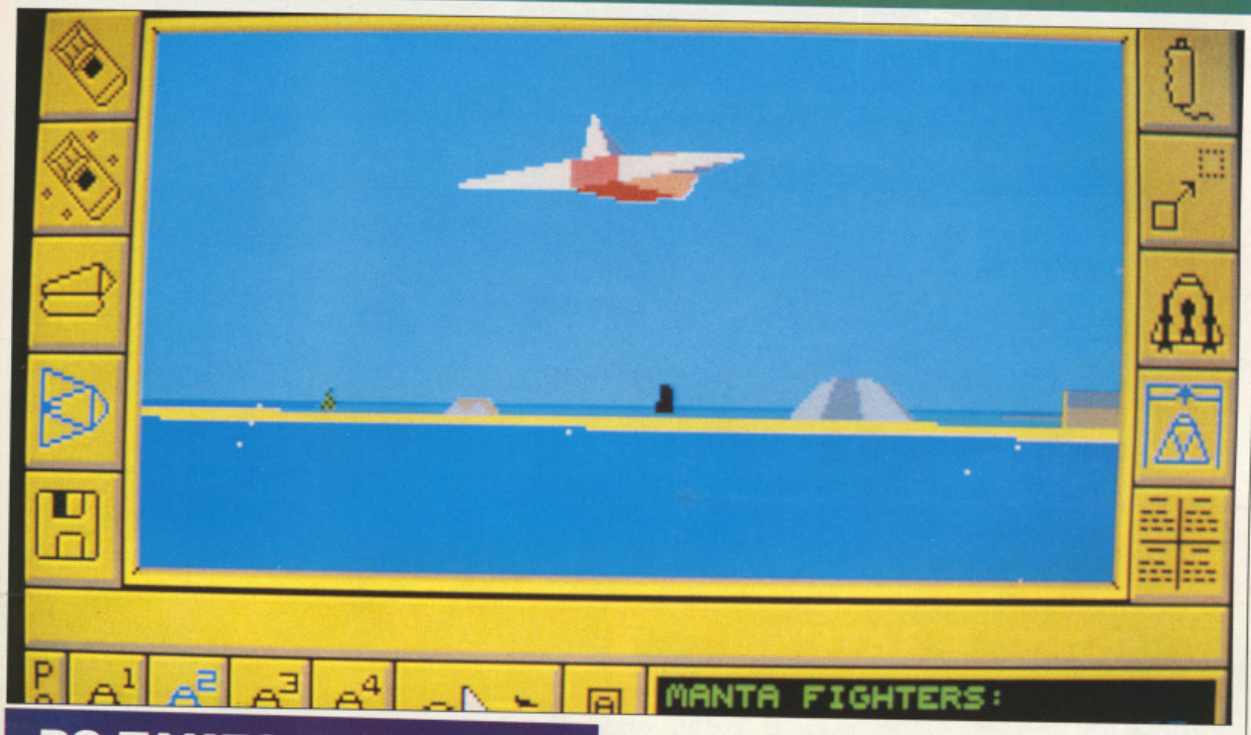
PINBALL MAGIC™
Available on:
AMSTRAD
Cassette & Disk
ATARI ST • AMIGA
IBM PC & COMPATIBLES

MORE TO IT THAN MEETS THE CATS EYE!

U.S. Gold, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Telephone: 021 625 3388.

UPDATES

THIS MONTH'S CONVERSIONS INCLUDE STUNT CAR FOR C64



PC TAKES COMMAND

CARRIER COMMAND

Rainbird/Microprose PC £24.95

Volcanic activity has created a vast archipelago from the depths of the ocean, unexplored, and unclaimed by any world power. For a long time now the Earth's accessible resources have been near to exhaustion, but this new cluster of lands has thrown up a rich supply of minerals and materials vital to continued life on the planet.

As the commander of a multi-role assault carrier, a secret document has been given to you which reveals full details about the islands and their contents. Unfortunately, a foreign power has gained access to your computers and is slowly, but surely, occupying territories for itself. Allowing them to gain control over the archipelago will mean starvation and ruin for your people; destroying them will lead to wealth and a secure future. Your mission has begun...

The weaponry to accomplish this task includes a fleet of mantas (futuristic jets), amphibious assault craft, a laser turret, surface-to-surface missiles, decoy flares and mobiles, and a ship's stores packed with the latest military hardware. If your carrier is damaged you can set it to repair itself, but too much damage means destruction and the end of the game.

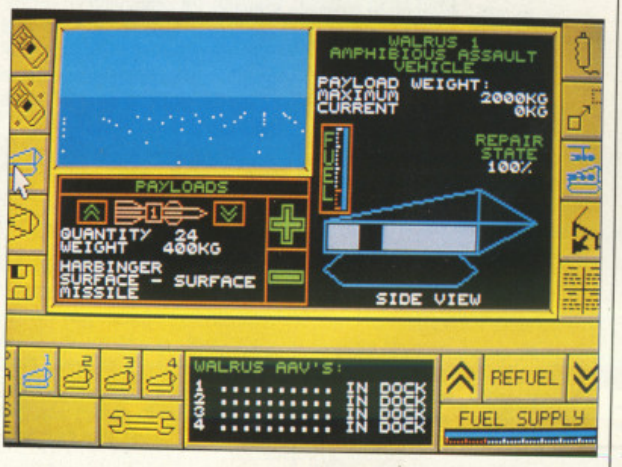
Capturing an island involves knocking out its defences (so making it 'free'), then sending off a landing craft to construct a new base. Gain a cluster of islands and you can establish a supply and communications network. However, everything is played out in real time — so, while you're busy knocking out enemies, the enemy is equally busy occupying territory further north.

From the beginning you're offered the choice between strategy and action games — the former gives you a quieter introduction and is recommended for beginners. The latter launches you straight into the heat of the battle, as homing missile rain down on your carrier with blunt efficiency. Because of the depth of the game, Realtime Software have thoughtfully provided a save game option.

Although the ST and Amiga versions have been out for over a year, and the superlative Spectrum version for a few months, Carrier Command proves its timelessness as a game. This version is arguably the best of the lot — even on low Mhz machines it moves very fast, and supports all the options you could want from a PC game. It runs in most colour modes (Hercules, CGA, EGA, VGA, and Tandy 16-colour), it can be transferred to a hard disk (though you still need the floppy to act as a 'key'), and it offers the choice between mouse, keyboard, or joystick control — though mouse is by far the best. Even the slowness of travelling between islands has been overcome by an added 'warp' mode.

If you're keen on strategy/action games, you won't find one better than this: it takes time to get into, but is all the more rewarding for it. Carrier Command has an incredible amount of depth and long-term playability and should provide any serious gamesplayer with months of enjoyment.

ACE RATING: 965



PURPLE SATURN

PURPLE SATURN DAY

Spectrum +3 £14.99dk £9.99cs

Ever fancied kissing the Purple Saturn Queen? Well, if you win the annual Purple Saturn Day Games, you've got no choice, since sucking face with her majesty is the ultimate prize. This year, the Good Lord Exxos has randomly selected the four events for the game himself: Ring Pursuit, Time Jump, Tronic Slider and Brain Bowler.

You can choose any of the four from the initail selection screen. Ring Pursuit has you racing around Saturn's rings in a kind of slalom. Coloured space ships mark your route — you fly to the right of the red ones and to the left of yellow ones, all the time aiming to stay in front of your opponent to score points.

The Tronic Slider places you and your adversary on the orbiting energy field. Shoot the energy balls released into the game area and they yield fragments which are yours to collect. The player who collects the most fragments in the time allowed is the winner.

Brain Bowler is by far the most rewarding of the sub-games, because the random puzzle element makes each game different. You're placed on opposite sides of an intergalactic 'brain', controlling an electro-ball which can alter switches, collect energy and allow electrical charges to reach six pins which activate the central Exxos. It's much easier to get the hang of than to describe, and would make a neat budget game on its own.

In contrast, the Time Jump is probably the most redundant of the sporting quartet. You have to jump as far as possible into the future by capturing energy sparks — a kind of operation Wolf in space. These sparks provide fuel for a gravity catapault which launches you through time and space. Once you've catapaulted, you're presented with an image generated randomly according to the amount you jumped — all very nice, but a bit pointless.

What this boils down to is a collection of four reasonably good sub-games, loosely strung over a scenario of competition. There are rounds leading up to a final with opponents of increasing difficulty, and there's a practise game against a robot — but ultimately, there are just four events.

Purple Saturn Day has a brilliant manual which lists such things as recommended diets (including Putrex Vomicus quince) and forbidden substances (good luck shrunken chicken heads), but even they can't save the game as a whole from being just on the good side of mediocre. If you want something a bit weird that's good fun for a while, check it out; if you're used to games with plenty of variety, leave it on the shelf.

ACE RATING: 680

C64 STUNT CAR

STUNT CAR RACER

Microstyle £9.99cs £14.99dk ST version reviewed Issue 24

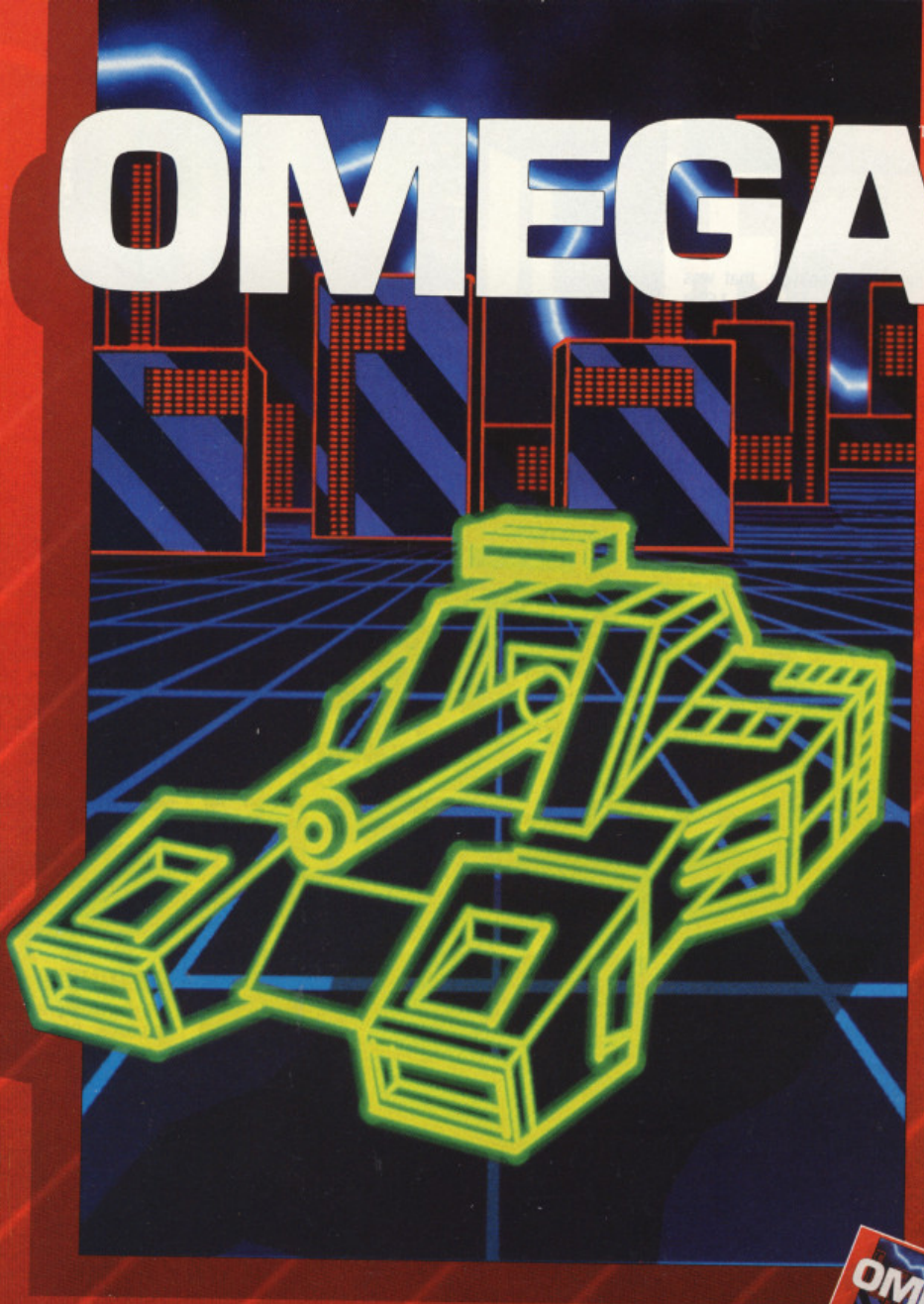
When 16-bit *Stunt Car* arrived, we loved it. We sat down and talked with it, eventually took it to dinner, had a long lasting relationship with it, and finally proposed marriage. C64 *Stunt Car* is every bit as good as the ST incarnation.

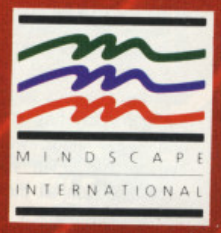
It may be a little short on colours but short of gameplay, or indeed speed, it ain't. The cockpit graphics are almost idential to the ST and the Amiga versions, which is pretty amazing, but the most extraordinary thing is the speed. Solid vectors have never been so good on a C64. You can feel every bump, your stomach heaves as you fly over huge hills and jumps, and you cringe as you come off the track at one of its highest points.

A perfect conversion of an amazing game.

ACE RATING: 941

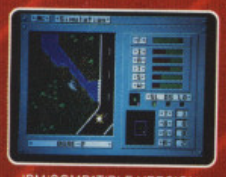
OMEGA™





Neural Cybertank Design and Simulation

Cybertank engineers control the destiny of the Organization for Strategic Intelligence. They're the heart of the **OMEGA** Project, a classified military contract that's shaping combat's future. Employing tomorrow's technology, OSI cybertank engineers design the chassis and artificial intelligence (AI) for the next generation of neural armored warriors — and they gauge their success on a simulated field of battle. Join these elite ranks, and pit your designs against the world's best.



IBM/COMPATIBLE VERSION

IBM/COMPATIBLE VERSION

APPLE VERSION

ORIGIN™
We create worlds.™

Available for: IBM/Tandy/compatibles, Commodore C-64/128, Apple II series, Atari ST and Amiga. Coming soon for Macintosh and Apple IIgs.

M I N D S C A P E

For further information on Mindscape products and your local Dealer, contact:
Mindscape International Limited, PO Box 1019, Lewes, East Sussex BN8 4DW. Tel. (044 486) 545/547.

IBM

PAPERBOY

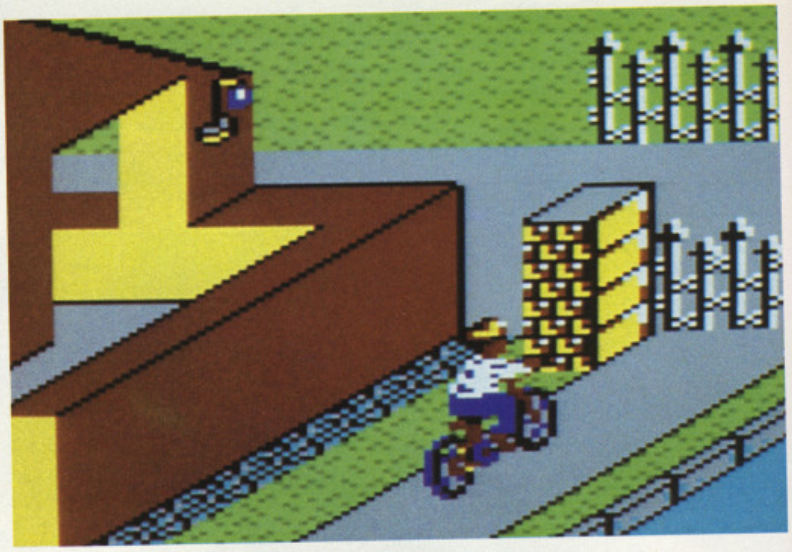
Elite, PC, £24.99

Yep, it's back again. The brilliant coin-op, that was also an 8- bit hit, is now making more fans as a 16-bit conversion. The game, in case you don't know (and if not, where have you been?), has you playing a paperboy of the American variety (who have a tendency to throw papers rather than popping them through the letter box like civilised English paperboys).

Your task is to pedal your bike down a typical American sidewalk bunging papers into your subscribers' mailboxes. If you can't manage a mailbox, a window will do! Miss anybody and they will cancel their subscriptions – and rightly so. As if that isn't enough to cope with, the rest of the world and his wife seem to be hellbent on giving you are a hard time, so until you have learnt to anticipate what's coming, collisions will be frequent.

This version caters for both EGA, CGA and Tandy displays, and while the graphics are inevitably a little blocky they still have a nice cartoony feel to them. Gameplay is as good as it can be without the arcade machine's handlebars. A very good, addictive conversion.

ACE RATING: 800



Paperboy on the PC — as you can see, the graphics are still OK. You can play in EGA or CGA, but either way the gameplay is great.

ST

PAPERBOY

Elite, ST, £19.99

This really does look and feel like the arcade original. I really can't fault the graphics and sound, and the gameplay has all the charm and sheer addictivness of the coin-op too. Elite has done a superb job on all the *Paperboy* conversions, which considering the excellence of the 8-bit versions is hardly surprising. The bonus sequence in the park is especially well-executed. Highly recommended.

ACE RATING: 850

GEMINI WING

Virgin/Mastertronic, ST, £19.99, Amiga version reviewed Issue 26, Ace Rating 760

This shoot-em-up from Virgin really doesn't offer much more than most similar games currently available for the ST. Sure, it all looks fairly pretty, and it does offer a simultaneous two-player option, but the gameplay is not that hot.

The sprites are not quite as smooth or as fast as those in the Amiga version, so the game feels a little stiff when you are playing it. Additionally the soundtrack that was superb on the Amiga sounds strained when transferred to the ST's inferior sound chip, and I guarantee you will turn it down after the first five minutes. Not a horrendous game, but not an essential buy either.

ACE RATING: 650

***Gemini Wing* on the ST — it looks almost identical to the Amiga version. It's a hell of a lot slower though, but unfortunately that doesn't make it any easier or more playable.**

CPC

GEMINI WING

Elite, Amstrad CPC, £9.99cs, £14.99dk, Amiga version reviewed Issue 26, Ace Rating 760

CPC owners get their chance to do battle with whatever it is you're supposed to be doing battle with this time around. First impressions tell you that it's ten times better than the atrocious C64 version, but even so, it's still pretty bad. Graphically it's fine, with large full colour sprites and all bullets clearly visible, but then you come up against two Amstrad CPC blockades. Amstrad sound and Amstrad speed. Blips and blops accompany the action, and the update is so slow, it seems better suited to a budget adventure game. No seriously, it is that bad. Still, we can at least be thankful that it does scroll!

ACE RATING: 352

C64

GEMINI WING C64

Virgin/Mastertronic, C64, £9.99cs, £14.99dk, Amiga version reviewed Issue 26, Ace Rating 760

Take a good look back at the history of shoot-em-ups on the 64. *Uridium*, *Terra Cresta*, *Starray*. Now keep looking back, because you ain't gonna find no future in *Gemini Wing*. The sprites are small and blocky, except for the bad guys, which are expanded sprites, which makes them large and blocky. The backdrop is pretty terrible too. There is so much detail, picked out in such bad colours, that it's impossible to see where your ship is, let alone the enemy bullets. Control is sluggish and the soundtrack is awful. Avoid.

ACE RATING: 250

GEMINI WING – WHAT WENT WRONG?

It looks like *Gemini Wing* turned into a bit of a disaster in so far as the C64 and Amstrad versions go. But why, considering that the arcade version was nothing more than a basic shoot-em-up? 'The Amstrad version is so slow because of the amount of colours on screen,' claims Dan Marchant from the Sales Curve. 'We did try to do a faster version with fewer colours, but it looked really naff.' But what of the confusing C64 backdrops? 'I guess the programmers, Imagitec, tried to copy the arcade backdrops, which they did quite well, but in hindsight maybe it was the wrong thing to do. Still, we're happy with it, and so are Virgin/Mastertronic. If nobody else likes it, I guess it's just bad luck. You can't have a hit every time.'

NOW THERE ARE 16-BIT GAMES FOR UNDER A FIVER

KELLY X

ROADWARS

SPEEDBOAT ASSASSINS

CALIFORNIA GOLF

CALIFORNIA GOLF	IBM
ENTERPRISE	IBM
KELLY X	AMIGA • ATARI ST
ROADWARS	AMIGA • ATARI ST
SORCERY +	AMIGA • ATARI ST
SPEEDBOAT ASSASSINS	AMIGA • ATARI ST
WORLD DARTS	IBM

ATARI ST
AMIGA
IBM

£4.99

16 BLITZ

MASTERTRONIC

MASTERTRONIC • 2-4 VERNON YARD • 119 PORTOBELLO ROAD • LONDON W11 2DX

FEEL THE MOVIE

What do you get when you mix the movie magic of Walt Disney and Lucasfilm, with the realism of a full-size flight simulator? Rik Haynes flies the theatre-simulator...

Walt Disney's latest theme-park attraction at the EPCOT Centre in Florida, Wonders of Life, opened to a rapturous general public last month. At the heart of this pavilion devoted to life, health and medicine is Body Wars, a Fantastic Voyage-type ride utilising Disney's newly developed theatre-simulator technology.

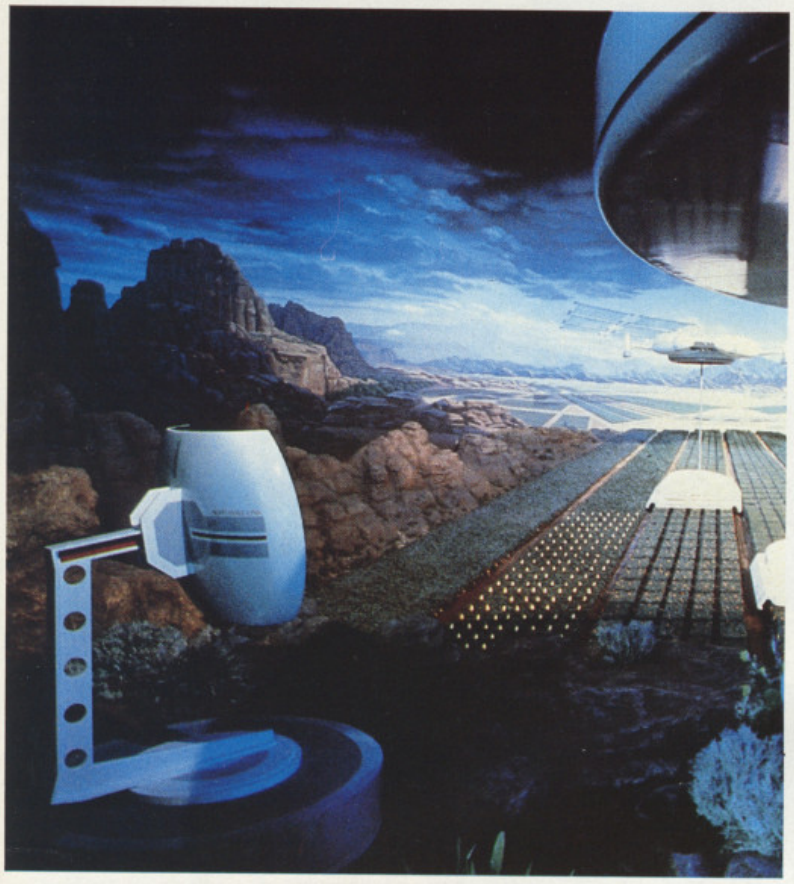
Body Wars is a thrill ride through the immune system of the human body in a simulated battle between trauma troops and infection fighters. Stunning anatomical images, produced through computer graphics and special-effects film techniques, combine with the sensations of a high-speed race against time as guests accompany an ex-fighter pilot and a medical expert on a "fantastic voyage"aboard the cabin of a miniature body probe. Body Wars is in effect a 40-passenger flight-simulator, hence the term theatre-simulator: a synthesis of movie special effects (Americans call their cinema's theatres) and civilian/military flight-simulators.

The theatre-simulator concept is a collaboration between Disney Imagineers (the creative design, engineering, production and project-managment subsidiary of Walt Disney, responsible for all attractions at the Disneyland and Disney World theme parks) and Industrial Light and Magic, the special effects production division of Lucasfilm. Another division, Lucasfilm Games, produce brilliant computer games like *Zak McKraken, Maniac Mansion, Rescue on Fractulus, Ballblazer* and *Battlehawks 1942*. George Lucas, the man behind the *Star Wars* and *Indiana Jones* movies and founder of Lucasfilm, has taken a personal hand in helping with the theatre-simulator design.

The original theatre-simulator ride was first unveiled at Disneyland back in 1987. Presented by M&M/Mars, Star Tours is a *Star Wars* inspired ride taking you on a space voyage to the Moon of Endor. The whole atmosphere is enhanced by the presence of two lovable Star Wars characters – C3PO and R2D2. Cutting edge technology is employed to make you actually believe you are on-board a Star Speeder. By synchronising a stunning film with the motion of a theatre-size simulator, passengers actually feel what they see, the action virtually out of control. Star Tours is open now at Disneyland in California, and will open in early 1990 at the Disney-MGM Studio's in Florida.

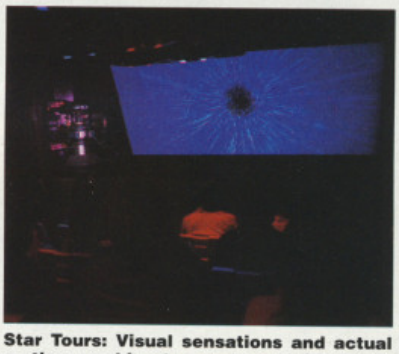
Body Wars has just opened in the Wonders

Universe of Energy: Another Future World attraction at EPCOT centre – Future World showcases imagination, knowledge and technologies of the future. Presented by Exxon, this is a unique 97-passenger theatre-car glide through a primeval diorama – a forerunner of the theatre-simulator partially powered by photovoltaic solar cells. Audio-animatronic dinosaurs, winged reptiles and special effects such as projected smells, raging storms, earthquakes and an erupting volcano, help chronicle the Earth's energy resources. Disney audio-animatronics characters are a combination of cybernetics, computers and audio-visuals.



Horizons: The desert farm of Mesa Verder, one of the envisioned communities of the future presented by General Electric. Horizons is another Future World attraction featuring the Omnisphere: the largest screen and motion picture film format in the world. The Imax frame area is about ten times the area of 35mm feature film frame. By putting the two standard Omnimax screens together, the Omnisphere screen measures 80 feet high by 240 feet across. Horizons also has 48 audio-animatronic figures and 36 animated props.

EPCOT centre opened on October 1st, 1982. Other Walt Disney World Trivia: (1) Walt Disney World has more than 28, 000 employees. (2) It covers 28, 000 acres or 43 square miles – twice the size of Manhattan. (3) Only 25% of the land has been developed, and another 25% is designated a wilderness preserve.



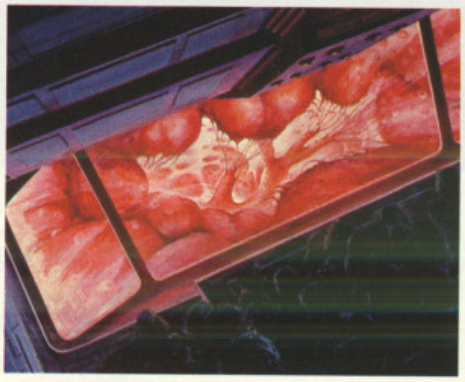
Star Tours: Visual sensations and actual motion combine to create a thrill attraction.

Droids repairing a battle-scarred Star Tours Star Speeder – offering a slight sense of foreboding before the impeding space flight. Passengers take in a sales pitch for the latest intergalactic travel packages now being offered to the humble space traveller.

Star Tours: Passengers waiting to board the 40-passenger Star Speeder theatre-simulator before it takes off for the Moon of Endor. Get ready to encounter a galaxy full of misadventures...

of Life pavilion at EPCOT (Experimental Prototype Community Of Tomorrow) centre in Orlando, Florida. Using the same theatre-simulator technology as Star Tours, Body Wars redirects the theme towards inner space – the human body. The ride begins with an attack on a person's epidermis by a giant, germ-carrying splinter. Instead of a Star Speeder, you board a microscopic body probe to explore the inner wonders of the human body, racing to find the immune-system ammunition needed to fend off the troops of bacteriological invaders. Body Wars is the centre piece attraction at Wonders of Life pavilion, based on life, health and medicine. Michael Eisner, chairman and chief executive officer of Walt Disney, says: "For more than 10 years, our Imagineers have been searching for a way to dramatise the inner workings of the human body. Body Wars links the future of the health sciences in a dynamic and entertaining way."

Walt Disney has plans for further theatre-simulator developments in the future, and with the opening of the Paris-based Euro Disneyland in 1992, you may be able to experience the thrill of a theatre-simulator without the thrill (and expense) of a trip to the States...



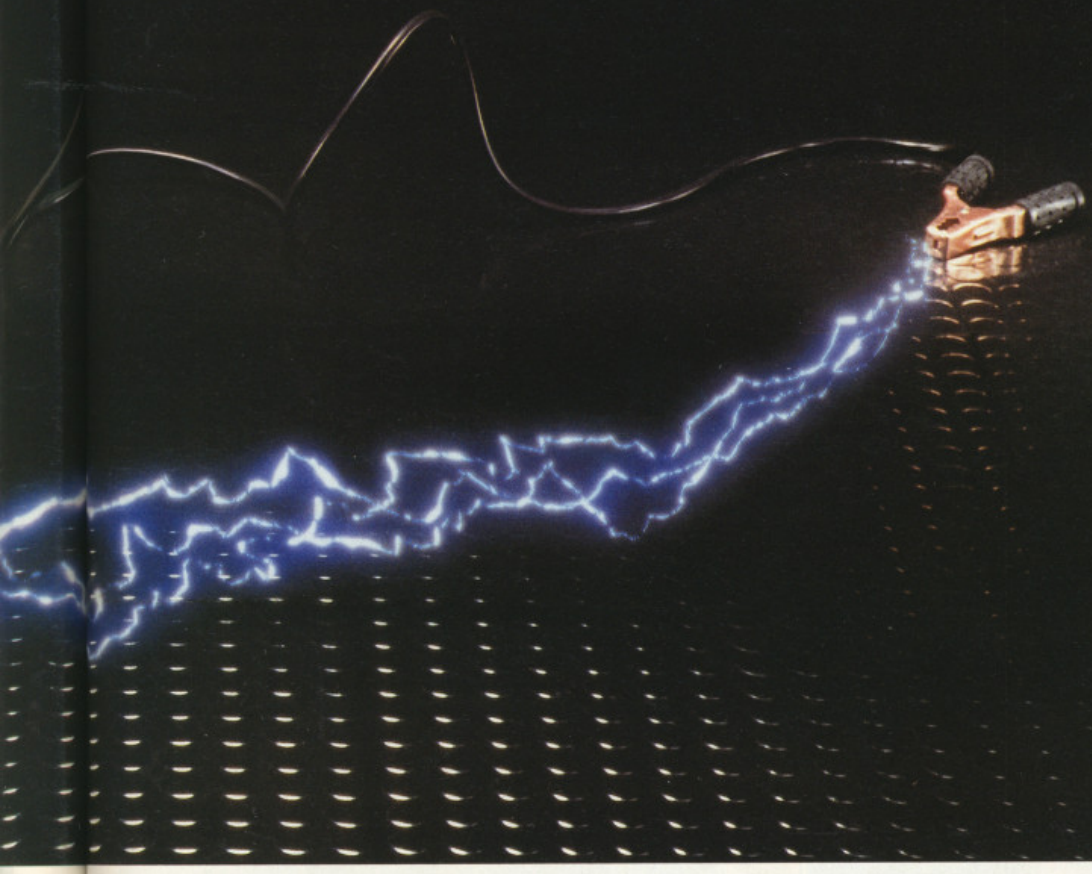
Body Wars presented by Metropolitan Life Insurance: an artists impression of the thrill ride through the immune system of the human body... wonder where the exit is?

There's no catch. We're giving you the Atari 520 STFM and £500 worth of great software titles for just £399.99.

The twenty-three superb titles include some of the greatest games and three excellent programs, which introduce you to the BASIC programming language, computer-created music and the more

Available from: Dixons, Tandy, Comet, Laskys, John Lewis, John Menders,

The Atari Power Pack.
With £500 worth of software for starters.



popular computer applications such as word processing and spreadsheets.

Be a bright spark, take advantage of this great offer now and pay a visit to your nearest Atari dealer.

For further information, fill in the coupon.

Please send me details of this and other Atari products.
Name: _____
Address: _____
_____ Phone No: _____

ATARI POWER PACK

Atari Corp. (UK) Ltd., Atari House, Railway Terrace, Slough, Berks. SL2 5BZ.

ohn Menzies, Clydesdale and all good computer shops.

Interphase

The dreams of the future are now reality; fully trained professionals whose purpose is to create optically stored REM moments – dreams to obliterate the cares of waking thought.

Yet the DreamTrack (TM Corporation have created a insidious implant within th latest DreamTrack (TM) tha is being mastered for releas within the labyrinth of th Corporation's mainfram complex

As a rogue dreamer, yo have to enter the mainfram and direct your partner to th track itself – the minds o every future generation wi be trusting to your ski and intellec

Screenshots from ST version

iMAGE works

Atari ST, Amiga, IBM PC and compatibles.

Mirrorsoft Limited Irwin House 118 Southwark Street London SE1 0SW Telephone 01 928 145

CROCKS OF GOLD

ACE GETS TO THE END OF RAINBOW ARTS...

ACE travelled to Germany to visit the offices of Rainbow Arts - and discovered some software secrets that got us even more excited than the free lunch. A C64 game that looks as if it's running on an Amiga?? A new method of putting soundtracks on games?? And a CIGARETTE game?? It's all in the pot of gold at the end of the Rainbow...

OK, so we had SOME excuse. We were standing in one of the development studios of Rainbow Arts in Dusseldorf, just recovering from the flight and an oversized bratwurst. There were machines everywhere, all connected to different monitors. No chance of telling which program was running on which monitor. Suddenly this whopping great sprite menaced its way across one of the screens, chopping and sliding.

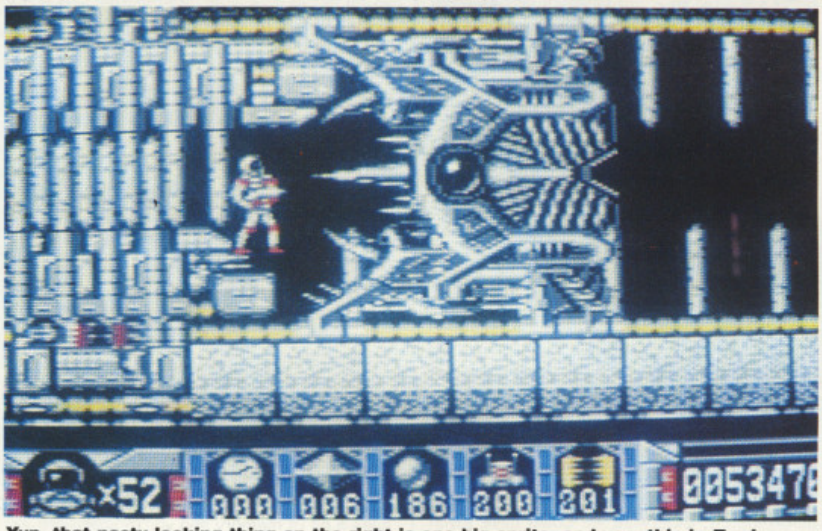
'That looks nice,' murmured your bratwurst victim, and wandered over to the Amiga to try and take control of the little fellow who was dancing around doing his best to destroy the vicious bit-mapped beastie.

There was a polite cough (in German) from Teut Weidemann – software development executive of Rainbow Arts. 'Actually,' he said, 'the program's running on that 64 over there.' 'Impossible,' we replied. 'Look at the size of that thing. You'd never get that skipping around on a C64. Perish the thought...'

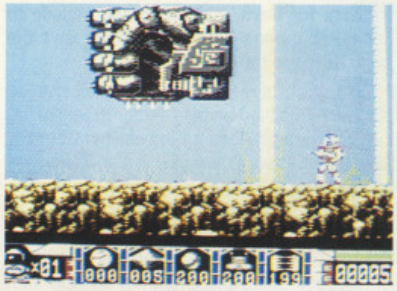
We were wrong, of course. But when we'd recovered from the shock, worse was to come. The game in question, provisionally entitled Turricane, was programmed by Manfred Trenz – and it was only his SECOND game! His first one was Denaris on the Amiga and, well this is a bit depressing, chaps, but the fact is he did the entire program (his first ever) in six weeks.

Turricane is pretty monstrous in more ways than one. First, the action is very smooth. We were a bit dubious when Rainbow Arts claimed that the frame rate was 50Hz – on a C64?? Come on, pull the other frankfurter, chum – but further inspection and gameplay made the claim look disturbingly accurate.

The basic scenario involves battling your way through various landscapes, which range from the mountainous through the submarine to the gothic horror interior. The map is vast – in fact, we managed to get hold of Manfred's own sketch of it (see next page). And if you're wondering about the scale, we spent about 25 minutes crossing the first five peaks on the left-hand mountain range!



Yup, that nasty looking thing on the right is one big sprite, and yes, this is *Turricane* – running on a C64! If you saw how fast that thing could move, you'd be speechless!



***Turricane* again – that fist really flies! And the action's as smooth as it is fast.**

TEUT TALK

Teut Weidemann, Rainbow Arts' product development supremo gives us the nitty- gritty on...

3D
We're keen to introduce 3D systems into areas where they have never been used before. Watch out for a 3D RPG and...wait for it...a 3D platform game. We're also working on a 3D hardware project for the arcades.

FRACTALS
We'll be releasing a new fractal game through Lucasfilms on the 16-bit machines in September 1990

ON THE CPC, THE SPECTRUM, AND THE ST
If I had my way, we'd burn the lot of them. By 1991, dead - along with the ST. The trouble with the ST was that the original spec wasn't good enough (single sided drives) and now everyone is forced into writing software for the lower spec machines because that's where the market is.

ON THE NINTENDO GAMEBOY AND THE ATARI LYNX
Provided the Atari Lynx is properly marketed, the Gameboy doesn't stand a chance. The Americans want colour, and besides, the spec of the Lynx is absolutely incredible (see article in this issue of ACE for more details). The Atari machine is also bigger than the Gameboy, and the Americans like things big.

***Apprentice* – a very cutesy little number that involves block puzzles and arcade action.**

BREAKING THE LIMITS

With games like Turricane under development, and programmers like Manfred in chains, Rainbow Arts are obviously a force to be reckoned with. But we discovered that there was a lot more going in this small German office than we would ever have imagined. How about a 'cigarette game', for example? Apparently German cigarette company Philip Morris (producers of L&M cigarettes) asked RA to do a promotional game for them! It wasn't previewable, unfortunately, otherwise we could have given you a quick drag, but the idea sounded outrageous. 'We've had several approaches from big German companies to program promotional software for them,' said Teut, 'the attitude to computer games here in Germany isn't the same as it is in the UK.'

No, it certainly isn't, not when Microprose games get banned by the German government. Every game that goes on the shelf in Germany has to be vetted to be sure it doesn't encourage children to embark on a life of mass alien murder. 'It's not a serious problem for us,' said Teut, 'but we do have to remember the question of taste. However, we wouldn't really want to produce undesirable games in the first place.'

As if to underline this, one of the best titles that we saw in Dusseldorf was Apprentice. This is an extremely cute little number that takes the frolic factor from Super Mario Bros (though there's no similarity in gameplay) and combines it with the block puzzling elements of Sokoban, adding a good deal of attractive graphic diversity in the process. The nicest touch here, as you bounce and climb around the landscape, was the little doppelganger – a tiny scaled-down version of the cutesy figure you control, who you can 'split off' from the hero and send off on adventures all of its own. This isn't just a gratuitous bit of idiocy, it actually serves to introduce a whole new set of puzzles in the game as you discover blocks that can only be accessed by someone of small size and vice-versa.

SOUND SURPRISES

Rainbow Arts have also been turning their attention to the sound side of things with their recent release Rock And Roll (reviewed in this issue). Following from their experience with R&R, RA have developed a new system for storing and using samples in games that could have a dramatic effect on the music we hear while we play.

Most players will probably have already heard sampled sound tracks on games. Some of the most notorious recent examples have been the Psygnosis titles Shadow of the Beast and Blood Money, not to mention Xenon II's megablast. However, sampled sound eats up quite a bit of memory and you're unlikely to get a very long, non-repeating sampled sound track as you blast away.

Until now, that is. RA have developed a system that actually scans the samples and breaks them up into small sections. These sections are then stored and referenced by a look-up table. Combining this system with other compression methods means that we can expect to get some very long, high-quality sampled soundtracks in the near future. Doubtless other software houses will be disassembling every RA product that comes their way in an effort to duplicate the system.

'Our next effort, now we have that system, is to draft in professional musicians to write scores for games in the same way that people write scores for movies. We want the music to mirror exactly the action of the game and to contribute to the atmosphere by being appropriate – not just by being loud. We have a good start here since our music programmer, Chris Hulsbeck, is the German equivalent of Rob Hubbard.' Can't be bad.

Mark Ulrich, founder of Rainbow Arts, started the company while he was still at school. By the time he was 17, he had three employees. Seems like he spends most of his money on shirts...

THE POT OF GOLD

OK, so the software we saw was impressive. But good games come and go, and often the companies that produce them just disappear in the mists of time, eh what? However, Rainbow Arts actually managed to get us even more excited about their future plans than about their current products.

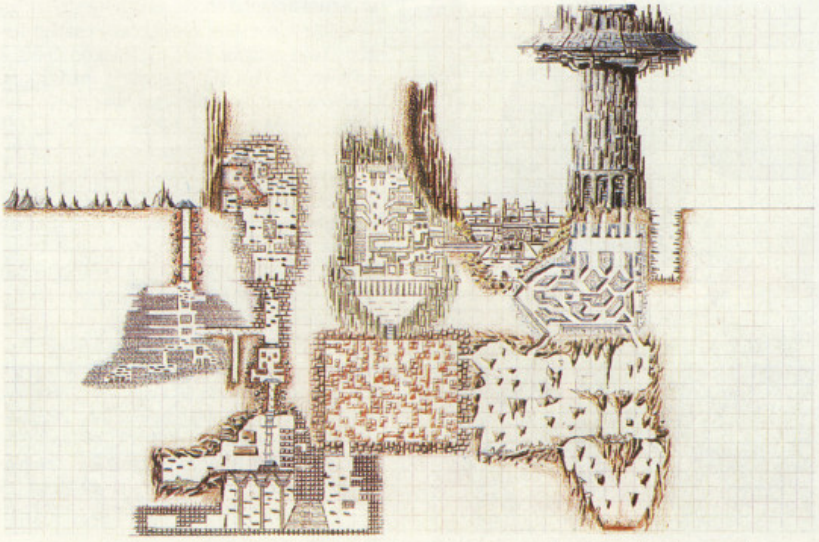
'We can't go on just doing the sort of games we're doing now,' claims Teut. 'The problem is that we've already reached the technological limits of the C64. Once you get someone like Manfred achieving 50 frames a second there really isn't anywhere else to go. There's gameplay of course, but we already have (literally) a bible of gameplay rules that all our programmers work to. So we have to look elsewhere...'

Teut reckons that after the release of Conqueror, Turricane, and Apprentice, Rainbow Arts will have reached the end of an era. From the middle of next year, their programming teams will start to explore brave new worlds of programming. Teut is a Macintosh fan so he's already been impressed by the advantages of such hypergames as Cosmic Osmo (see ACE Issue 24) and he's dead keen to steer an exciting course through new gamestyles.

'The first thing we're going to do is a project concerning a highly complex fantasy sports simulation. I can't say any more than that, but imagine the adrenalin of sport mingled with the detail of simulation and the atmosphere of fantasy. After that, we're heading out into scientific RPG territory. We've already begun to develop techniques that will enable us to generate and simulate entire galactic systems – far larger than anything we've seen to date.'.

'Our aim is to be able to release our games over different media. After all, we make games out of films – why shouldn't we make films out of games? We're determined to put into our titles sufficient originality and design to ensure that they can be converted into other entertainment media.'

There's no doubt that RA, now one of the most successful European software houses outside the UK, have the means to pursue these aims. Despite an air of secrecy, it's clear that they are already investigating the possibilities of dedicated hardware, CD-I, and other game media. Watch this space...



The world of *Turricane* – involves falling down chutes, underwater battles, and mountainous challenge!

FLY LOW, HIT HARD!

NOW AVAILABLE ON AMIGA

'The mix between action and realism is terrific'
– ACE rated 952 – Advanced Computer Entertainment.

'F-16 Combat Pilot wins hands down'
– 5 star game – New Computer Express.

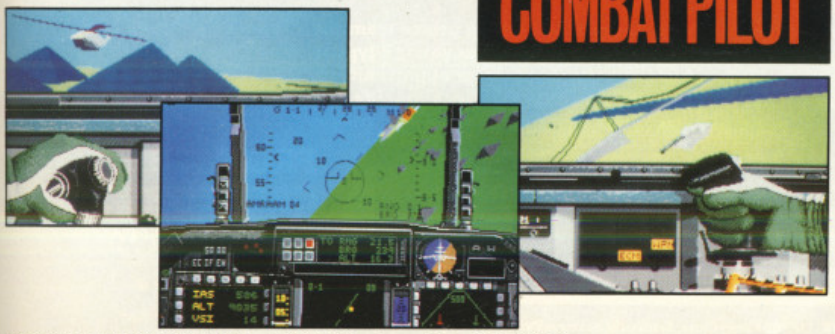
'F-16 Combat Pilot pulls out all the stops'
– game of the month, The Games Machine.

I'm primed for action as my F-16 leaves the runway. This time my mission is to destroy a battalion of tanks. Suddenly, threat warning – interceptors closing fast! I quickly select dogfight mode and arm a Sidewinder. We both fire at the same time – chaff and a high-g turn out manoeuvres his missile. A loud explosion tells me he's not so lucky.

F-16 COMBAT PILOT

Flying fast and low, I turn my F-16 towards my target. Time to switch on the ground radar and arm the laser-guided Mavericks. I fire six missiles in quick succession, Lantirn automatically locking on to each tank. With flak bursting around me I dive for cover and head for home. Approaching base, I contact the tower and request a talkdown for my night landing.

Another successful mission in Operation Conquest – the ultimate test for any pilot…



BLACK BOX SIMULATION

Digital Integration
The Real World of Simulation

Digital Integration Limited,
Watchmoor Trade Centre,
Watchmoor Road, Camberley,
Surrey GU15 3AJ.

ATARI ST, AMIGA, IBM CGA/HERCULES, IBM EGA r.r.p. £24.95. IBM versions available on 5.25" or 3.5" discs.

Order your F-16 Combat Pilot now, simply telephone (0276) 684959 quoting VISA or ACCESS credit card number, name and address.

ACTION & ADVENTURE ALL THE WAY – NILE STYLE

DAYS OF THE Pharaoh™

THE FATE OF AN ANCIENT CIVILISATION RESTS IN THE FORTUNES OF YOUR FUTURE.

Screen Shots From Amiga Version

"It's deep absorbing fun to play."
"The graphics are excellent."
"In an increasingly popular field of interactive strategy, this is a must for fans of this style."
COMMODORE USER.

"An excellent product... Great in-depth game play."
"Will keep you enthralled for weeks..."
"Some very clever and original touches."
THE GAMES MACHINE

"Pharaoh combines effective graphics and superb sound in a very playable game. From the word go, it offers a wide variety of options and playable sub-games. If you fancy something different, take a look."
AMIGA ACTION.

"The graphics are superb..."
ST FORMAT.

On the night of the Pharaoh's death, Amon-Re, the Sun God, rescues one young prince from the wrath of Seth, God of the Desert and Evil, bringing him to the fellahs amongst whom he is raised. You are this young Egyptian prince, royal blood flows in your veins and ambition and intelligence move you into trade as a merchant – your opportunity to escape the life of a servant. However, as your wealth increases and position in society rises, evil jealousy threatens your life, it is then that princely courage protects you against your enemies. The struggle to regain your birthright is a life's journey of adventure and action.

CBM AMIGA	£24.99
ATARI ST	£24.99
IBM PC	£24.99

A Chip production for Rainbow Arts

FROM THE CREATORS OF Power of Art™

Rainbow Arts (UK) Ltd., 65 Sketty Close, Brackmills Business Park, Northampton NN4 0PL.

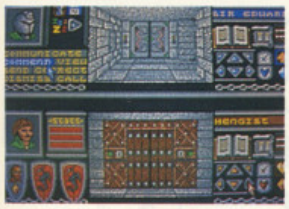
TRICKS 'N' TACTICS

STUCK? FRUSTRATED? CONFUSED? TRICKS 'N' TACTICS WILL SOON SORT YOU OUT...

BLOODWYCH

		BLODWYN STONEMAIDEN	ASTROTH SLAEMWORE	SIR EDNARD LION	ULRICH STERNAXE	MURLOCK DARKHEARTT	ZOTHEN RUNECASTER	MEGRIM OF MOONWYCH	ZASTARH MANTRIC	ELEANOR OF AVALON	BALDRICK THE DUNG	SETHRA BHOAGHAIL	LLEGIST MELDAMASH	ROSEANNE SWIFTHAND	ALFRICK FULAENDOR	MR FLAY SEPULCRAST	THAI CHANG OF UINN
Colour/Shield	Red			*			*			*							*
	Green	*							*			*			*		
	Blue				*			*			*			*			
	Yellow		*			*							*			*	
	Spade	*	*	*	*												
	Club					*	*	*	*								
	Heart									*	*	*	*				
	Diamond													*	*	*	*
Attributes	Strength	35	34	33	36	19	19	16	18	24	24	23	25	16	16	13	18
	Agility	17	21	26	23	23	22	24	23	16	20	18	20	32	31	32	36
	Intelligence	13	15	14	16	38	35	36	31	15	16	21	23	14	19	20	16
	Charisma	13	15	13	11	14	20	17	19	35	35	36	35	18	18	11	15
	Hit Points	35	37	32	35	18	16	17	17	24	25	24	26	24	23	20	22
	Vitality	31	26	28	38	26	23	25	25	24	25	23	27	19	22	18	25
	Armour	5	7	8	8	10	10	10	10	9	9	7	9	10	10	6	9
	Spell Points	6	7	7	8	23	21	22	19	9	9	10	11	7	9	10	8
Spells	Magelock						*			*							
	Beguile				*			*			*						
	Armour	*							*			*					
	Deflect		*			*							*				
	Confuse							*						*			
	Paralyse								*						*		
	Terror					*										*	
	Missile			*			*										*
Weapons	Long sword	*	*	*	*												
	Staff					*	*	*	*								
	Short sword									*	*	*	*				
	Dagger													*	*	*	*
	Food and mead	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*

Now, how about tackling Mirrorsoft's well-received *Bloodwych*. This is made all the more easier by S.Sykes of Epsom, Surrey who provides a few helpful hints as well as a map of the Champion's Hall and entrance to the Keep with a chart showing the attributes of the champions at the beginning of the adventure.



(1) When starting off, choose the four champions you want, but only recruit three of them to start with. Go round the halls finding the others and recruiting them. Take away the weapons, food, money, and keys. Dismiss them and kill them. When you have done that to all twelve extra characters, recruit your last character and start the game.

(2) It will be necessary to put some of the equipment in a safe place where you can find it, ie.e a shelf, until you have recruited the last champion to your party as you cannot carry it all whilst recruiting and killing the last few champions.

(3) Due to lack of space each champion has to carry things. Have one champion carrying all the keys and two champions carrying the money, as this will give you an extra five pockets to use.

(4) On the map near the keep entrance is a man (next to W1), this man will buy your extra weapons, but do haggle with him, even resort to Smalltalk. Use info under W1 for amounts.

(5) After selling equipment you can get off him 4 chainmail armours, 2 leather shields, and 2 bucklers costing 12, 6, and 10 respectively.

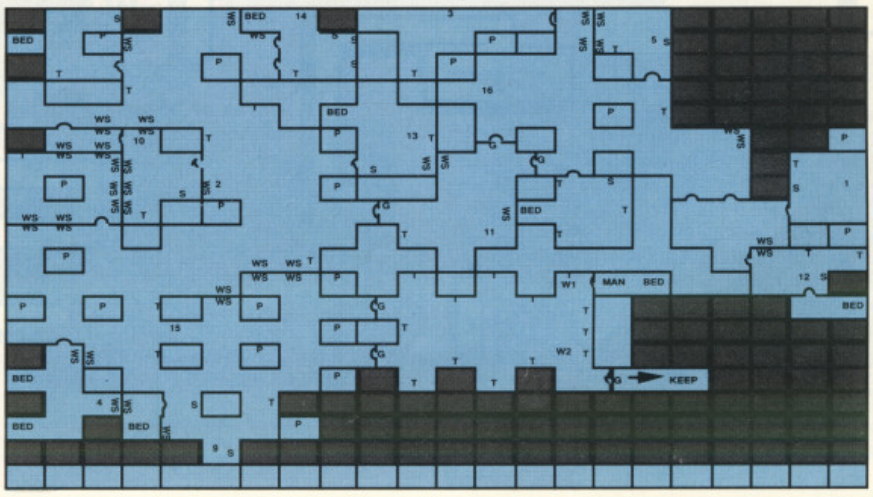
HALLS OF THE CHAMPIONS

S = Shelf
WS = Wooden slates
T = Tapastries
(**W** = Words)

P = Pillar
G = Gate
No.s = Champions
W1 = Dagger 5
Leather shield 6

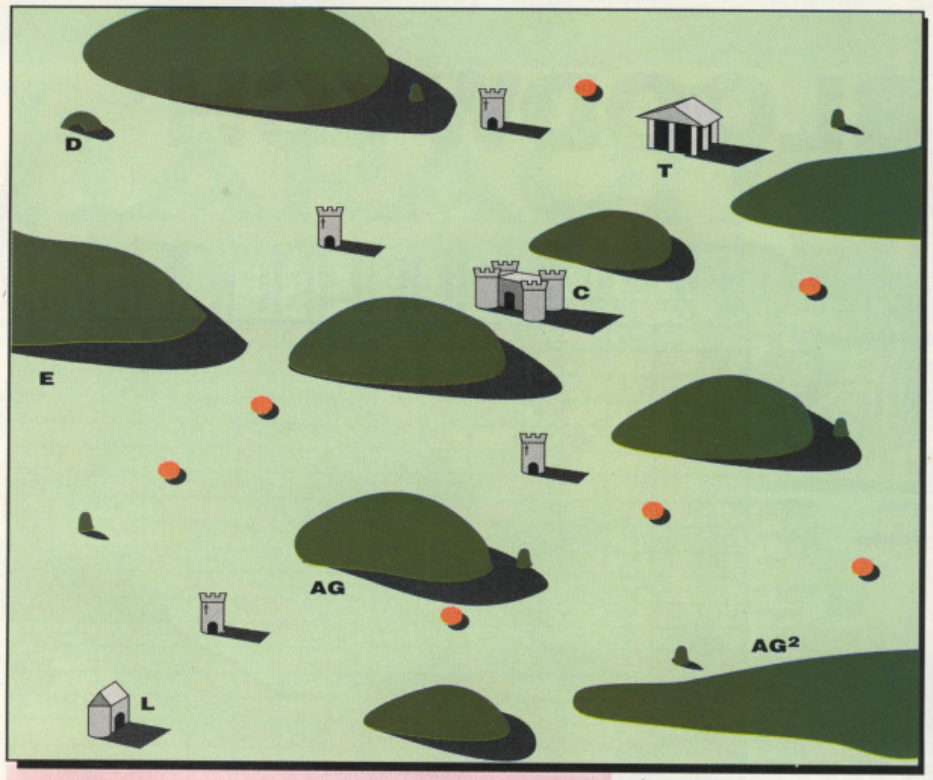
Swords 10
Staves 8
Leather 7
Chain 12
Shield 10

W2 = Beyond lies the keep.



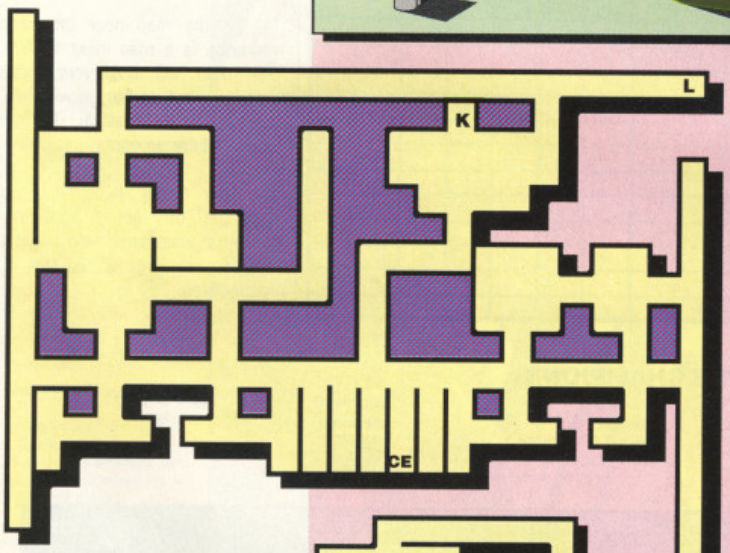
GALDREGON'S DOMAIN

Still struggling through *Galdregon's Domain*? Thought so. Want to make some real progress? Thought so. Want to see the complete solution, sent in by Darren Martin of Hounslow, Middlesex? Thought so...



To get out of the castle you can either click on run, which takes you to the castle exit, or use the map.

You will need to go to places marked on the map, but in some places, e.g. the Forest of Elves, Temple of Set, and Labyrinth it is best to go all round (to build up armour, potions, scrolls, and weapons). Some maps do not show the entire area of the place.



CASTLE

KEY

L = HERE IS LICH HE HOLDS A GEM

K = THIS IS WHERE THE KING IS AND WHERE YOU START

CE=CASTLE ENTRANCE/EXIT

MAIN MAP

KEY

C = CASTLE

T = TEMPLE OF SET

D = CAVES OF DOOM

E = FOREST OF ELVES

AG = ASSASINS GUILD

AG2 = ASSASINS GUILD. HERE YOU WILL FIND THE LORD OF ASSASINS WHO HOLDS A GEM

L = ENTRANCE TO THE LABYRINTH. THIS WILL ONLY APPEAR AFTER ALL OTHER FOUR GEMS HAVE BEEN COLLECTED

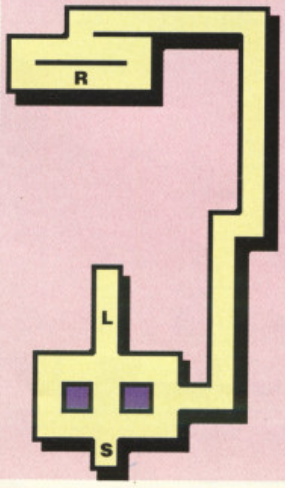
= INN

= TOWER. YOU CAN ONLY CONQUER 3 OF THESE

N

W E

S



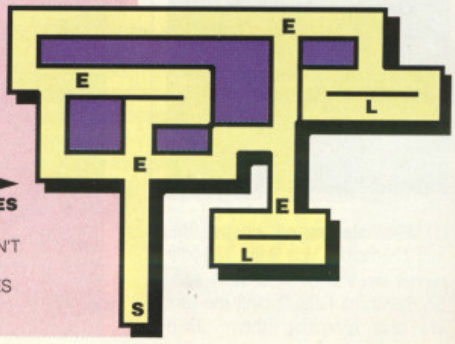
CAVES OF DOOM

KEY

R = ROCK MONSTER IS HERE

L = MOST LIKELY PLACE TO FIND THE LORD OF DWARVES

S = START



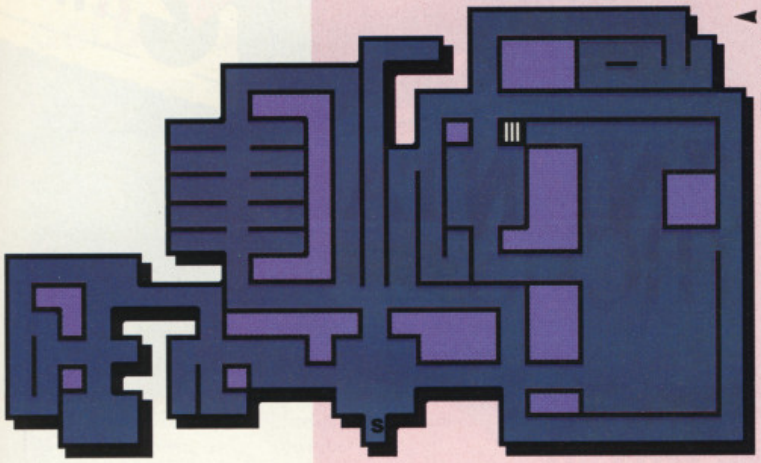
FOREST OF ELVES

KEY

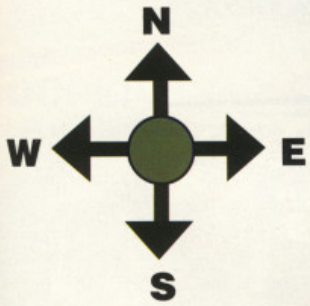
E = EAGLE. DOESN'T DO ANYTHING

L = LORD OF ELVES

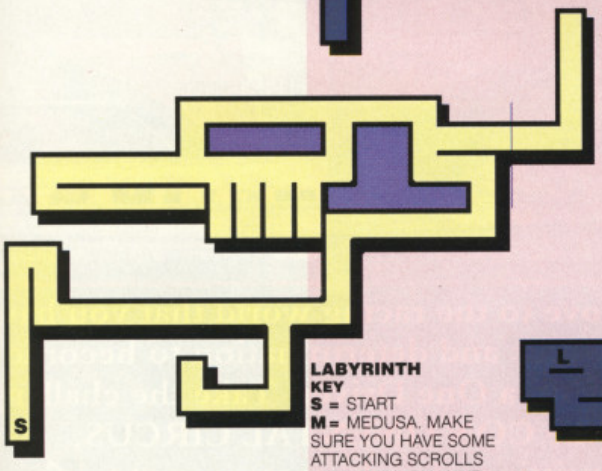
The first gem you should go for is the one that the rock monster carries in the Caves of Doom. The entrance to the Caves of Doom is near the top left section of the main map. Before you go off for the gem you should go into one of the one door inns near the bottom of the map. In one you will find a viking who gives you a magic sword. In the other is a wizard who gives you a book of spells. Do not waste spells (scrolls), use them wisely. Now go and conquer three of the towers. Next go to the Caves of Doom and now find the



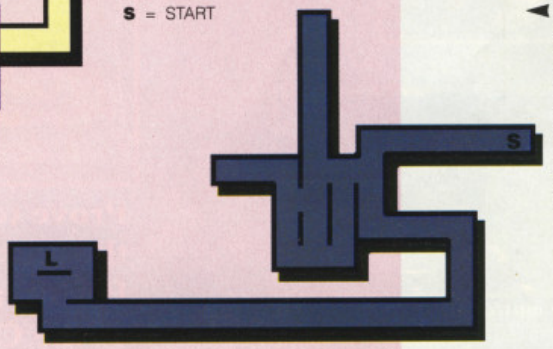
THE TEMPLE OF SET
KEY
S = START
= STAIRS



DOWNSTAIRS
KEY
P = HIGH PRIESTESS USE A COUPLE OF SCROLLS THEN ATTACK HER WITH A WEAPON YOU CAN USE THE WAND IF YOU HAVE IT

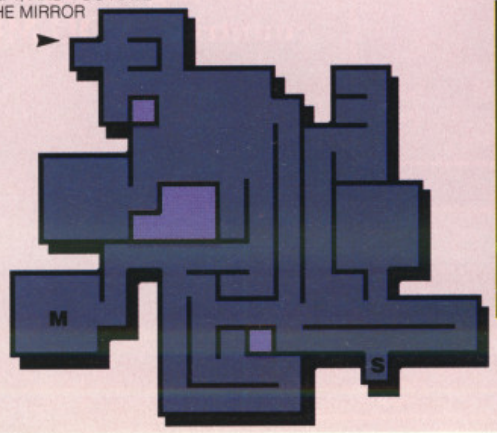


ASSASIN'S GUILD
KEY
S = START



ASSASINS' GUILD2
KEY
S = START
L = LORD OF ASSASINS. USE SCROLLS, ABOUT 2 ON HIM, IF NOT DEAD, THEN ATTACK HIM WITH WEAPON

LABYRINTH
KEY
S = START
M = MEDUSA. MAKE SURE YOU HAVE SOME ATTACKING SCROLLS LEFT, AND YOU HAVE THE MIRROR



Lord of the Dwarves, kill him, nick his goodies then go and kill the rock monster.

After you have the gem and other weapons and armour, make your way to the Forest of Elves. The people are friends but they carry good armour, potions and scrolls so it is best to kill them. The Lord of the Elves carries the Elven cloak and money; kill any body you see in the Forest of Elves.

It is best to go all round the Forest of Elves and kill anyone you see.

Now it is off to the Temple of Set. If your energy (health, strength, stamina) is low, go to an inn with two doors and buy some booze and healing. Then off to the temple. Make sure you have some attacking scrolls (death, fireball, etc.) for use against the high priestess.

Make sure you go all round, especially to the large area on the east side before you go down the stairs. Make sure you get the necklace.

Make sure you have the cross. Now go to the castle. Go along the long corridor. On the way to Lich, when you're near it, you will see three ghost-type people standing in the room. Kill them, collect the gear, then carry on. Unlock the door and go in. The only one you have to kill is Lich (he looks the same as the three mentioned before). Nick his gear and teleport out. Go to the AG on the main map to build up money and weapons. Then go to AG2.

After you have got the other four gems you can then go to the Labyrinth. Use the wand to kill the minotaurs, make sure you get a key and a mirror off the minotaurs, as without the mirror the medusa will turn you to stone.

After killing the medusa get the gem, then teleport or find your way out. Then go back to the king and that's it, you've completed Galdregon's Domain!

It may look like David and Goliath, but with these ACE tips you're only a stones throw from success.

Virgin Games

CONTINENTAL CIRCUS

AMIGA

ATARI ST

CBM64/128

SPECTRUM

AMSTRAD

Prove to the racing world that you have the guts and determination to become a Formula One Driver. Take the challenge of the CONTINENTAL CIRCUS, consisting of eight races in eight different countries. YOU MUST NOT FAIL!

available on

AMIGA £19.99
ATARI ST £19.99
C64 CASS £9.99
C64 DISC £14.99
SPECTRUM £9.99
SPECTRUM +3 £14.99
AMSTRAD CASS £9.99
AMSTRAD DISC £14.99

Licensed from ©Taito Corp., 1988, export outside Europe and Australasia prohibited.
©1989 Virgin Mastertronic Ltd.
Produced by The Sales Curve for Virgin Mastertronic.
2-4 Vernon Yard, 119 Portobello Rd, London W11 2DX

GOLDEN OLDIE - ELITE

Fans of *Elite* who are having trouble making much progress in this excellent game will be pleased to see this cheat from Marco Verhoeven in Holland. While it gives you a helping hand, it won't spoil the game for you.

When you want to jump more than the allowed range you should do the following:

Equip yourself with anything you need and launch. Outside the station choose galactic chart (**F5**) and click on a planet in the circle. When you move the mouse around and press '**D**' you get planets that aren't in your range. When you hyperspace click on a planet in your range and position the cursor on a planet you found with '**D**'. Now hyperspace and press '**D**'. It's a bit tricky because you can't use the mouse in hyperspace, so you'll have to choose a planet before you hyperspace.

My personal record is 112.4 light years. To accomplish this there's a slightly different method.

You'll have to choose a planet and click on local. Now the circle will be around the chosen planet. If you now press '**D**' you'll get much greater distances to jump. But still choose a planet within range and after that choose local.

OOPS!

Back in issue 25 we printed the solution to *Battletech* but forgot to tell you which master games play-

er had provided it. Sorry! Slapped wrists all round. It was in fact Adam Morley of Leicester. A name to take note of because it's one you're likely to be seeing quite regularly in this column in the future. Since we neglected to credit Adam when his solution appeared here's a quick plug in recompense. Adam's first novel, *RAVEN*, has just been published, so if you liked his *Battletech* solution rush out to your local bookshop right now and head straight for the SF shelves...

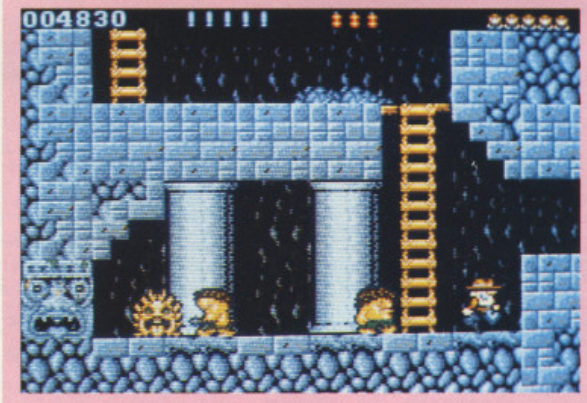
CODE CRAZY

Steve Williams of Newton Aycliffe, County Durham helps out ailing games players with a few level codes.

THUNDERBIRDS (AMIGA, ST, C64, AMSTRAD, & SPECTRUM)
PART:- 2> RECOVERY 3> ALOY-

RICK DANGEROUS IS A CHEAT...

P. 'A megatip a day keeps the doldrums away' Fletcher says: 'Does getting through previous levels get tedious? Thought so. Just enter POOKY on the high score table and you are given the option to start on any level up to the furthest you can reach.' Well, now you know.



...AND SO IS SAVAGE HAWKEYE!

More help from Holland. This time it's for *Hawkeye* and *Savage* on the ST courtesy of Jan Jansen.

Hawkeye: Pause the game when playing, press the **HELP** key and start playing again by pressing the joystick button. Now you have infinite lives. If you press the + key on the keypad you will enter the next level.

Savage: Right at the beginning of game one (blue sector) you will find a well on the left. Run towards it and jump before you hit the wall. Now you will find yourself at the other side of it. Keep on walking to the left and you will notice the screen going crazy. Waggle the joystick in all directions and after a while you will find yourself in the red sector. Once in the red sector do the same as in the blue sector. Now you go to the purple sector. Do the same as in the red and blue sectors. A message appears that you have completed game one and the code word for game two is also shown there. That word is "**SABATTA**".

Hmmm! Sounds like a bug to me, but what the hell... it works! Thanks Jan, keep them coming.

SIUS 4> ANDERSON

NAVY MOVES (AMIGA & ST)
PART:- 2> 786169

SAVAGE (AMIGA & ST)
PART:- 2> SABATTA
3> PORSCHE

WORLD GAMES ON THE CPC 464

And now, assistance for Amstrad gamers from Andrew Dalloway of Kinswinford in the West Midlands.

1 LOAD BARREL JUMPING.
2 SET THE BARRELS TO 20.
3 KEEP FIRE BUTTON PRESSED WHILE SKATER'S LEGS ARE BEING MOVED.
4 WHEN THE BLACK FLAG APPEARS AT THE EDGE OF THE SCREEN THE SKATER AUTOMATICALLY JUMPS.
5 KEEP THE FIRE BUTTON PRESSED WHILE THE SKATER JUMPS OVER THE FLAG.
6 PULL THE JOYSTICK DOWN WHEN THE SKATER BEGINS TO FALL (KEEP THE FIRE BUTTON PRESSED THE ENTIRE TIME).
7 THE SKATER LANDS IN FRONT OF THE BARRELS. YOU CAN TAKE YOUR FINGER OFF THE FIRE BUTTON NOW.

Can I? Oh good. Ever onwards...

CONSOLE CORNER

Yes folks, it's back again... that saviour of Console owners everywhere. The ultimate friend for firmware addicts. Yep, It's Console Corner.

In this month's corner we have some very comprehensive tips for Sega owners from the cunning console crew down in Caerphilly, Mid-Galmorgan: Jojo Cicero and Mark Cook.

R-TYPE

1.i To make your R-9 indestructable (before you turn on the power- base) press down-right on control pad 1 and press up-left and button 1. Do this simultaneously and hols them down until the R- Type logo appears on the screen. Now let go and start the game as usual.

ii To defeat **Krell** fire your droid unit into his stomach, then move up to the top eye and keep rapidly firing.

iii Gomanda. Collect the reflecting laser force, then move just above his blue eye and rapidly fire. If the snake gets close move to the top-left.

iv Mega Battleship. Collect the reflecting laser force and place it on your back. Move carefully around the ship and prepare a full laser beam. Wait until the generator peels back then let the beam in.

v Monpaira. Collect the reflecting laser force. Fit it on your back. Aim for the 90 degree angle and fire rapidly. The other two are straight forward, just aim for the green windows.

vi Kraken. Collect the anti-land laser force and prepare a full beam. When the rock appears, fire your beam and orb. Keep firing and dodging the rocks, this way he is easier to defeat.

vii There is no boss so collect the anti-air laser force. Move your R-9 to the backward "L" and position it so it is half and half. Let off the droid unit and keep firing. You should not get hit.

viii Buronka. Collect the anti-air laser force, put it on your back. Keep firing and dodging, it is easier to do this level like this.

xi Byde. You can collect any laser force here. Wait until he opens his mouth and fire your droid unit inside. Keep firing rapidly and dodging. You should defeat him easily.

2. To get to the super stage go to level 4 and when the mechanical cells fill the screen there are two pillars at the top. Reverse into the first pillar. The screen should flash and now you enter the super stage.

Super Stage Boss. Just aim for his eyes. These are his weakness. Watch out for the balls he fires out of his mouth.

3. To get the **soundtest**, rotate the D-button clockwise a couple of times. If you want sound effects press button 2 and press right on sound-test 17.

To gain extra **continues** rotate the D-button anti-clockwise on the continue option. You can gain a total of 12 continues.

VIGILANTE

TRICKS

To choose a round:- When the title screen is showing, press both buttons and up-left on CD1. Keep these down. Your round can now be selected by pressing up and down.

When fighting boss two, first go to the van and let him jump you. Then, no matter how far from you he is, and provided you duck and punch, he can be hit! (This only works when he is to your left).

TACTICS

The 'chokeholder' thugs can be jumped to avoid combat.

To fly-kick, press both buttons while running, then sharply press up, still holding buttons 1 and 2. To fly punch, repeat but press down as opposed to up.

If you get to a boss with no nunchakas you can safely go back for them with no thugs challenging you either way.

Level 1
1. Jump all chokeholders before fighting a knifer, chainman, etc.
2. To kill boss, grab nunchakas, hit him in the right corner and hit him rapidly. His energy diminishes more than normal.

Level 2
1. See level 1 tip 1.
2. To kill boss, use the aforementioned cheat, but as soon as you've had three hits in on him jump toward him and repeat the cheat!

Level 3
1. See level 1 tip 1.
2. Motorbikes — don't hit the riders off, just keep jumping them and moving forward and pretty soon they'll stop coming. Don't land in their smoke or their fires (after the bikes blow up) or you'll lose energy.

To kill boss, ignore his mace and jump into him. Duck and punch immediately. After two hits, jump back out and wait for him to run into you. Repeat the process.

Level 4
1. Guess what? Level 1. Tip 1.
2. To kill boss, dodge his dynamite and fly-punch him up on his ledge. When he jumps down, keep fly kicking him, running back, fly kicking him, etc. until he dies.

Level 5
1. Yep. Level 1...
2. To kill boss, grab nunchakas and duck. The boss will walk towards you and before he can kick you, hit him with the nunchakas. Repeat until he dies.

Thank you, thank you, thank you. Hopefully we shall be hearing a lot more from these two wizzes in future corners. Keep 'em peeled.

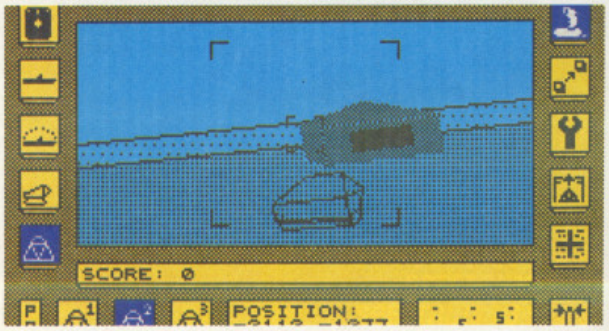
A SWEDISH CHEAT - CARRIER COMMAND

Pause the game and type "The Best is yet to Be". Now you are in the cheat mode.

9=SURPRISE
7=SPEED UP THE GAME
6=SHOW ALL THE COLOURS, ETC, IN THE GAME

Try also pressing **CTRL** and **M** for a surprise. Try also "Grow old along with me" and press "+". To go back in the normal game press "-".

Thanks to Joseph Musoke of Stockholm, Sweden for that little gem.



A COMPILATION TO BEAT ALL COMPILATIONS

SEGA®

THUNDERBLADE™

Hold on to your stomachs, unscramble your brains for the journey of a lifetime in the most advanced Helicopter gunship ever conceived.

L.E.D. STORM™

CAPCOM™

The road race game of the year, puts you in control of a high powered futuristic vehicle through nine fast, furious and hazardous stages.

ATARI® GAMES

BLASTEROIDS™

Battle your way through Sectors and Galaxies riddled with asteroids and deadly enemy ships.

INDIANA JONES™

Indy's quest is to recover the sacred and powerful SANKRA STONE and free the enslaved children of MAYA PORE. Only you can help him!

IMPOSSIBLE MISSION II™

EPYX®

One of Epyx's all time greats. The evil Elvin Atombender is back in power. Your mission – infiltrate and nutralize his five tower strongholds.

THE CHAMPION OF ... ..GAMES COMPILATIONS

The greatest names with the greatest games together in one mind-blowing compilation so you can see why we've called it WINNERS.

U.S. GOLD®

CBM 64/128 SPECTRUM 48/128K & AMSTRAD CASSETTE & DISK
AMIGA & ATARI ST (Excluding Temple of Doom)

"WINNERS DO IT FROM THE FRONT!"

U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3388.

13 ACE ISSUES

- Get one extra issue **free** – our last offer was for 12!
- **Don't queue** for your copy, receive it through the post for the next 13 months

- 13 issues from your newsagent **would cost £19.50**
- Get the quarterly update of extra special savings on software from Ace – **"The Magazine of the Year"**

Guarantee
If you aren't completely satisfied with your subscription, you may cancel and receive a prompt refund for all unmailed copies.

INSTEAD OF 12 FOR JUST £17.95

6 month subscription £9.95 ● 24 month subscription £31.95

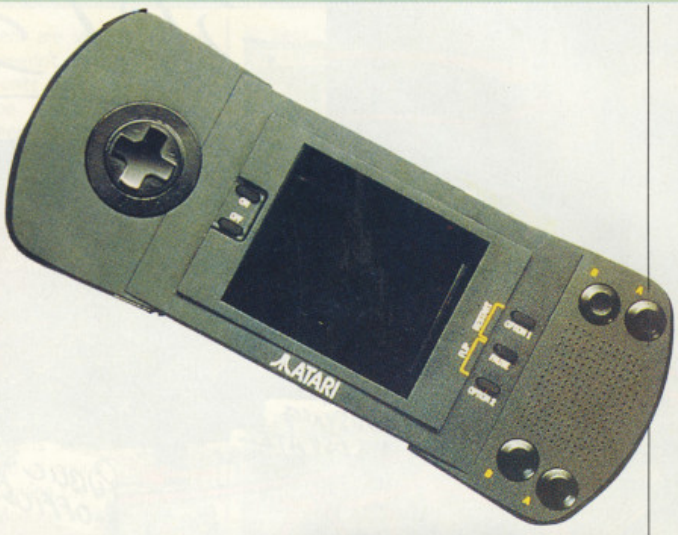
Overseas subscriptions(12 months) Air Mail Europe £42.95 ● Surface Europe and World £27.95

SEE ORDER FORM ON PAGE 192 OR CALL 0733 555161

COMPETITION

ACE AND ATARI HAVE A BRAND NEW LYNX HAND-HELD CONSOLE TO GIVE AWAY...

THAT'S HANDY!



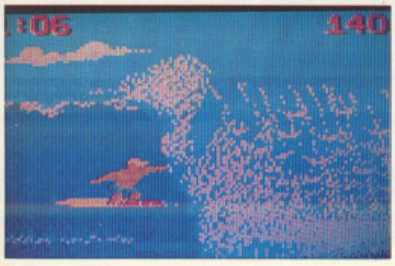
Here's a chance to get your hands on the incredible Atari Lynx colour hand-held games console...

As revealed back in ACE Issue 23, the new Atari Lynx hand-held console in one of the sexiest games decks to be released in years, and now we give you the chance to own this handy piece of hardware, thanks to those generous guys at Atari.

The Lynx was first unveiled at the Summer Consumer Electronics Show in Chicago, where it astounded the gameplaying world with its impressive array of features and technical specifications.

The Atari Lynx is the world's first colour hand-held games console with a 3.5" LCD screen, resolution of 160x102 pixels, processor running at 16MHz, 64K DRAM, 16 megabyte game carts, multi-player options and custom graphics and sound chips producing 16 colours on screen out of a palette of 4096 and four channel stereo sound.

Among the games due for release on the Lynx are *California Games* and *Impossible Mission* and *Treasure Chests* – plus a myriad of other game titles from third party developers.



Although the Lynx was launched last month in the States, Atari won't be releasing it in the UK till early next year... but ACE readers don't have to worry or wait, because you can WIN a LYNX now by entering our simple competition.

WHAT YOU HAVE TO DO...

Winning the Atari Lynx couldn't be simpler! In fact, it's as simple as 1, 2, 3...

1. What year was Atari founded?

   (a) 1972 (b) 1967 (c) 1901

2. What computer, console or coin-op game would you like to see converted to the Atari Lynx? Why?

3. And finally... we want you to give us a gameplaying tip for your all-time favourite game – it can be on computer, console or coin-op. For example: Have you found a hidden cheat mode or a bug? What about a well tested tactic to get past that difficult part? Is there a secret level?

Please write your answers (in BLOCK CAPITALS) on the back of a postcard. Don't forget to include your full name, address and telephone number.

Send your completed postcard to:
ACE LYNX COMPETITION, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

THE PRIZE
The Atari Lynx will be awarded to the first correct entry drawn at random from those received prior to the closing date.

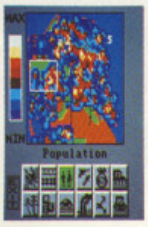
© IMAGE BANK, Anne MA

SIM CITY

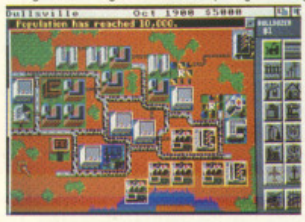
AIRPORT
OPERA HOUSE
SPORTS CENTRE
SHOPPING CENTRE
HOUSING ESTATE
PUBLIC OFFICES
INER-CITY BY-PASS
HOSPITAL
STADIUM

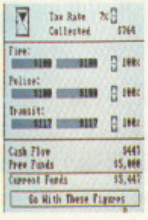
RIO DE JANEIRO 2019

On seeing the crumbling estates, out-dated roads and rusty bridges of your city, how many times have you said "Put me in charge for a day and I'll make this wretched thing work!"
Now, with Sim City, take the destiny of the world's greatest cities in hand. Or take charge of a new evolving and growing city. Become both mayor and city planner of a dynamic real-time simulation.



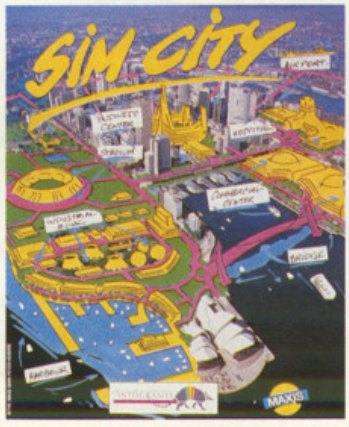
Build houses, streets, factories, airports, a stadium, or even nuclear power plants. Organise urban transport, hire police, firemen, bulldoze entire neighbourhoods.
Raise and collect taxes, balance your budget, manipulate property values. Sim City is alive. It's loaded with animation and detailed sound effects. Build roads, cars appears. Lay tracks, trains go. Build an airport, planes fly. Neighbourhoods go upper-class. Areas deteriorate into slums. Small industries grow into huge factories. Everything is managed and animated in real

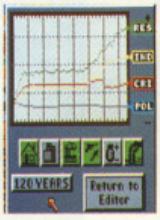




SIM CITY

What you should know about the game of the year.





time. Every decision instantly influences the life of your town.
In a special mode, you can even cause tornadoes, floods, fires and other disasters at your whim. Save San Francisco from the great earthquake of 1906. Or save Tokyo of pollution and from his famous B-movie monster. Sim City is an all-absorbing unique game which contains 8 pre-defined scenarios : e.g San Francisco, Tokyo, Rio de Janeiro... With it's exceptional depth of play, it's still simple to play with icons and graphics, without text commands.

Design and build the city of your dreams. Sim City gives you the keys. The rest is up to you.

INFOWORLD Volume II Issue 20 : "People playing Sim City are completely plugged into the world they create, disappearing for hours."
NEW YORK TIMES : "The model is very sophisticated, yet understandable. And just as important, it's fun, too."

MAXIS INFOGRAMES

UP-BEATS

JON BATES REVEALS NEW MUSICAL DEVELOPMENTS AT THE PC SHOW

What's new in the world of computer music? Cards for the PC, bolt-ons for all micros, sexy new software, and a system that could, if used to its full potential, set you back £2500 just for the MIDI leads! Jon Bates tunes in to this year's PC Show...

If you were one of the hordes who attended this year's PC show at Earls Court then you could not escape the fact that music software was out in force. Once you had negotiated your ears past the lethal bombarding of the multitude of games they were subject to further battering from the music area (unimaginatively called the Music and Micros area); a whole section of stands, each one with soft and hardware plus synths and samplers all set at stun volume. To cap it all, Atari had a huge bank of TV screens backing a stage with feature regular demonstrations of the new Steinberg sequencing package, Cubase from Tony Hastings (ex Cutting Crew). Here's what went down...

BOLT ON BOOGIE...

Ever since someone first complained about the Spectrum's sound chip (probably the first person to own a Spectrum), hardware manufacturers have been selling us little bolt-on goodies that will enhance the musical performance of our micros. In recent months these add-ons have been reappearing for the new 16-bit market and some of them are very impressive indeed. 8-bit owners needn't despair either as several of these new units are simply modified MIDI kit that can be driven by any MIDI equipped micro, whether it be an Amstrad CPC plus EMR interface or a RAM Music Machine'd Spectrum.

FM MELODY MAKER

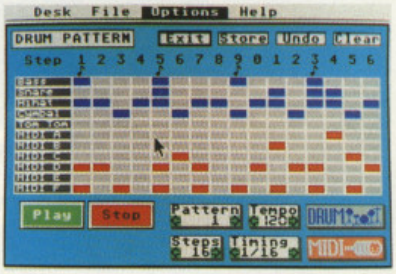
Although designed for the ST only, this little beast shows the degree of crossover we're seeing now between the dedicated music market and the computer scene. Marketed by Hybrid Arts, the package consists of a cartridge that plugs into the side port on the ST and comes with playback and recording software.

The cartridge contains a sound chip that uses the same method of sound creation as the very successful Yamaha DX series of synthesisers, Frequency Modulation. It will give you up to 11 sounds simultaneously, which includes a drum kit. To get the best from the unit it would be best to have both an external amplifier and a MIDI keyboard. The latter then plugs into the computers MIDI IN port and allows you to play any of the voices contained on the chip.

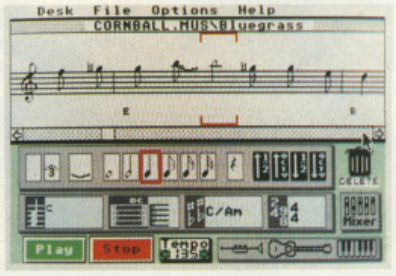
The recording software will let you play anything in and multi-track your performance into something chartable (optimism rules OK) and is an ideal entry level program into the world of sound and MIDI.

The package also has good MIDI facilities that will allow you to control and play other synths connected to the MIDI out port. Not bad for £69.95. Like many of the MIDI add-ons it can also be incorporated into games and there are several titles in preparation that will be able to use the cartridge as an extra sound generator.

The FM Melody Maker from Hybrid Arts has plenty of options to customise the sounds. Each one can be assigned to a separate MIDI channel.



Setting up a drum pattern with FM Melody Maker. The grid rolls from left to right and each filled-in square represents a drum beat on the instrument listed on the left.



Sequencing on FM Melody Maker uses traditional music notation as well. Note the mixer in the lower left-hand corner which lets you balance the individual volumes of the sounds.

ROCK AND ROLAND...

Undoubtedly some of the sexiest bolt-on bits at the show were coming out of the Roland stable. Ever since this company released its popular little MT32 sound module, a whole market of home computer users demanding quality sound sources on the cheap has sprung up.

To satisfy demand, Roland have put out a new range of synth modules designed specifically to run with all MIDI software and computers. Although not cheap by computer hardware standards, they are in effect repackaged versions of two of their most successful sound modules, the D110 LA synth (a beefier, rack-mounted MT32-alike) and the U110 sample player, both renowned for their excellent sounds.

The CM32L corresponds to the D110 and has 128 sounds plus 30 percussion voices and

BLASTS WHILE YOU BLAST

King's Quest IV not sounding quite right? Want to beef up your games performance with a spot of heavy duty sound? Several of the units mentioned on these pages will respond to data dished out by some of today's top games, giving you a full stereo soundtrack.

The FM Melody Maker is, we are told, going to be supported by several software houses, and Sierra On Line already support the MT32, Yamaha Music Feature PC card, and the Casio CZ series. Compatible software is also promised for the Games Blaster (as its name suggests) mentioned in this article.

As you can see on these pages, prices for these units vary enormously, but if you're in the unfortunate position of tightening the belt on your piggy bank, you can at least take heart from the current trend, obvious on virtually every stand at the show and exemplified by recent releases such as Blood Money from Psygnosis, Rock and Roll from Rainbow Arts (see this issue), and Xenon II, for improving radically the quality of games sound tracks in general. Most of this is currently being done by using sampling, and new techniques for storing and compressing sound data mean that the music we hear while we slaughter the Andopoids will continue to develop dramatically over the next year.

Sierra On-Line's titles now come with glorious full-stereo MIDI sound tracks...

STRYX

PSYGNOSIS

- ★ ***Ultra smooth 8 way scrolling***
- ★ ***Designed with small fully animated characters from Garvan Corbett, the artist who brought you the classic hit Barbarian***
- ★ ***Multi-directional free format weapon usage***
- ★ ***Large playfield for even more action.***

You're really up against it this time. Those revolting robots have finally upped and turned their horribly powerful weapons on their kind human masters.
Someone's got to stop it before it all gets out of hand. I mean, you just can't have bloodthirsty Cyborg assassins roaming the streets of Dome City and expect the citizens to put up with it. Who on earth is going to sort out the mess? You guessed – you get the job.

Fortunately, you are just a little bit on the special side. You are Stryx, the product of Project Alpha Secure, the meanest fighting, smartest thinking machine ever invented. Half-man, half-robot, you are the business, the only one who can stop those wicked Cyborgs.

You'll have to work hard, though, blasting hordes of the revolting creatures (such a sad waste of scrap metal) and rescuing the keys to the Lifeforce.

So, Stryx, you'd better get your jet pack on for some high level robot stomping through the immensely complex underground world of the Dome cities. It's a tough assignment, and time is running out.

AMIGA/ATARI ST £19.95

Screen Shots from the Atari ST Version

PSYGNOSIS
FREEPOST
LIVERPOOL L3 3AB
UNITED KINGDOM
Tel: 051-709 5755

Access VISA

PSYGNOSIS

GAMES PEOPLE PLAY

33 sound effects plus adjustable digital reverb. This will set you back £369 but after all you are getting up to nine channels of professional quality sounds simultaneously. An equivalent synth keyboard, for example, would cost you around £800.

The CM32P inherits the role of the U110 and will perform six simultaneous parts of sampled sound with 64 sounds available, giving you a maximum of 31 notes at any one time. More sounds can be obtained by the greedy by purchasing sound cards which will cost £45 each in addition the £445 you have splashed out on the unit. For £749 you can have both modules in one box (the CM64) and a row with your bank manager.

SAMPLING SAFARI

Samplers, those devices that digitally capture sound, let you edit it, and then play it back, are set to fall dramatically in price following the news that Cheetah, who have been pioneering a budget end of the market with low-cost keyboards, drum machines, and an analogue sound module, are now stabbing out at the sample market.

On offer will be a 16-bit dedicated sampler for under £800. This may sound a lot but the spec is comparable to units costing a very great deal more. The beast (displayed at PCS but not in operation) is a stand-alone number and not dependent on any computer to drive or edit it. It comes complete with a 3.5" drive and has the ability to play back multiple samples, as well as supporting a full MIDI specification. It will also accept disks from 'certain other' samplers. Should put the cat amongst the sample pigeons early next year...

REPLAY REPLAY

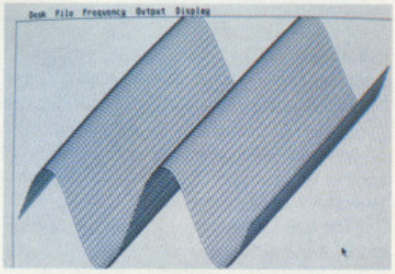
Meanwhile, through Microdeal and the indefatigable Tony Racine, the man behind many a sampling program, there is a refined version of Replay now in its fifth version and called Replay Professional, costing £129.95 for the ST only. Its advantages over previous versions will be that the sound editing features are made much easier and simpler to use, the sound filters are greatly enhanced, and, most importantly of all, the sound is actually sampled in 12 bits and crunched down to 8 bits for the ST to store.

Roland's CM64 – not many knobs, but wodges of sound, and all under computer control. More and more games are outputting MIDI sountracks – a unit like this could put quite a punch into your playing...

Without going into great technical detail, the bottom line here is that the sound will be much smoother than before and will have a lot less background hiss. The new version will also allow you to play back four separate sounds simultaneously. Thrown in for good measure will be a sample sequencing program and also a MIDI keyboard with a reasonable degree of sophistication.

Heavy-duty ST sample freaks could check out the A16S Samplerack – a professional piece of hardware that comes as a separate lump all ready to bolt into a rack. Needless to say it works in stereo, comes with a sequencer and full MIDI features plus all the bells and whistles that you would expect for a shade under £600. This may seem very expensive, but you would probably pay considerably more than this for a separate sampling device and you would certainly not have the editing facilities that the A16S can give you. One for the serious purchaser though.

ST owners could also try out Quartet from Microdeal. For £49.95 you get a piece of software that will play up to four sampled voices simultaneously and will store up to 20 samples in memory, dependent on the length of each one. It uses samples that are in the same format as the Replay range and there are plenty of these available in the Public domain if you can't create your own using the Replay package. The program also includes sequencing and graphic sample editing facilities.



Replay Professional – no, it's not Origami with graph paper but a three dimensional display (fast Fourier transform) of a sine wave sample.

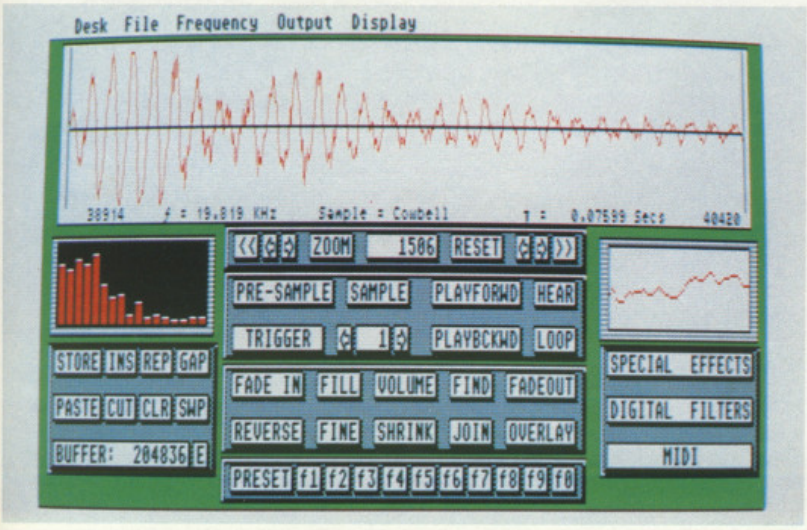
MUSIC-X JUNIOR

Rumours abound that the all-encompassing Music X sequencing, sampling, and voicing program (reviewed last month) will soon be available in smaller and hence cheaper forms. The word is that SDL will be making a Junior version available for under £100. Having got you hooked on that you can then save up and buy the additional software modules to add to the program and build up to the full version. It's a bit like a Lego kit – you stat with Junior and build your dog kennel; finally you end up with Master Builder edition that will construct a fully-working model of the Space Shuttle in your bedroom.

INTO THE FUTURE

Apart from the move towards improving the sound quality of games and a desire to sample anything that so much as squeaks, the other interesting trend at the PC Show was the development of the multi-tasking or interactive environment for the computer.

Whilst it has been possible for several programs to share the memory space and let you jump from one to the other, it has not neces-



The main control screen of *Replay Professional*. The main sample covers the upper half of the screen whilst a harmonic analysis is displayed on the lower left and filtering characteristics on the right.

CROTCHETS...

Wandering round the show, every so often something crops up that makes you think twice..or thrice...

Such as Pandora Technology's Archimedes program that allows you to control up to 250 MIDI instruments simultaneously. Always supposing that you could actually afford 250 MIDI instruments, this sounds pretty nifty. But then suddenly the thought crops up...wait a moment: a single MIDI lead can set you back as much as £10. Anyone out there want to spend £2500 on leads??!

..or what about the chap who sidled up to us while we listened to Steinberg's Cubase being demoed and offered us a pirated version, less dongle, for under a quarter of the price. Sounds great, until you realise that (a) it won't store the sound in the proper format and (b) certain functions will therefore seize up and (c) you will then lose your work and (d) Steinberg will not be altogether happy to get you out of the mess and (e) it won't work with any of the upgrades. Suddenly the bargain sounds a wee bit pricey...

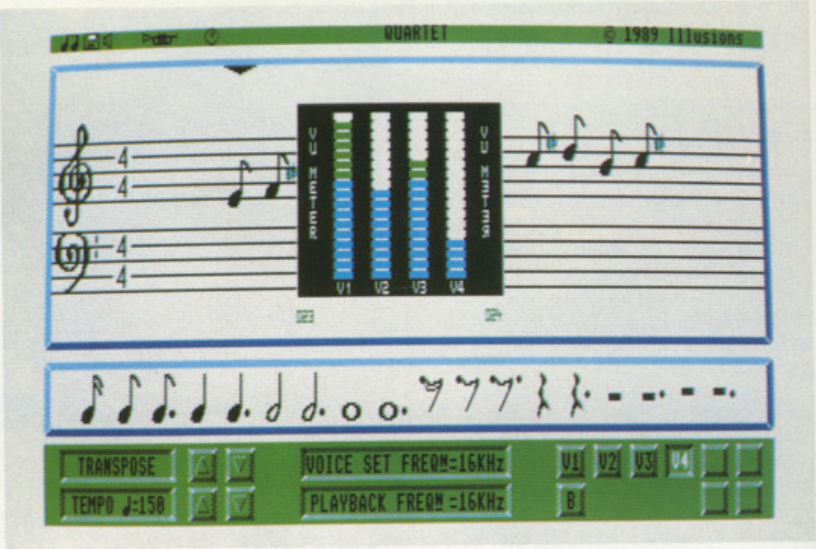
sarily been the case that an action performed on one program will also affect the reaction of another program, which is in fact running simultaneously in the background.

The usual example quoted by the developers of these systems is where you are playing a tune from a MIDI sequencer and you decide that the sound of the synth is not quite right. Quick as a flash you jump to the synthesiser sound editor which is also running at the same time as the sequencer. Without a pause for breath you are able to change the synth sound and hear the effect. The main controls for either program can be overlaid onto each other.

The initial reaction is that this may all be well and good for those who have pots of filthy lucre to waste but is it a case of a solution looking for a problem? Whilst at present this may appear to be the case, the history of computer developments shows that things get spun off down the range and are subject to a good deal of refining in the process.

At present there are several companies developing and marketing such systems specifically for MIDI and music; Steinberg with M.ROS, C Lab with SoftLink and Hybrid Arts who are marketing a system called CHAOS. With the exception of M.ROS they are destined for the ST only. M.ROS is also being developed for the PC and the Mac.

The general consensus of opinion is that with such common operating systems controlling programs it is possible to have two or more computers interlinked, both running separate music programs that in all probability will be written by different software developers. As faster and more powerful computers arrive your will not feel forced to send your present workhorse to that great knackers' yard in the sky on the grounds that it cannot compete. Rather, it can be networked into the multitasking system and not merely synchronised but actually act and react with the other units, thanks to a common operating system. And with a bit of luck your present software will not become redundant but will be part of a bigger, ever developing mega-system.



Mixing and sequencing the sampled sounds on Quartet.

CONTACTS

Hybrid Arts	01 883 1335
Microdeal	0726 68020
Data Liberation Ltd	0983 864674
Roland	01 568 4578
Cheetah	0222 555525
EMR	0702 335747
Pandora Technology	01 221 9653
SDL	01 300 3399
Steinberg (Evenlode)	099 389 228
C-Lab (Sound Technology)	0462 480000

PLAY YOUR CARDS...

If you've got a PC, you can now choose from one of several cards available for the machine, each of which offers the chance of boosting your musical street cred. The trend for these cards started with the Yamaha Music Feature card, effectively a DX synth on a card, but it was rather expensive. There are now several cheaper alternatives...

GAMES BLASTER

The Games Blaster is a half size card, not amazingly cheap at £119 (the US version is only $129 - a pretty shameful exchange rate which deserves to start a vigorous grey import market). It can play back 12 sounds simultaneously but delivers the sound at only 2.5 watts. This may be OK over headphones but through stereo speakers (not provided) it is positively weedy. You will need to hook it through a hi-fi system to give it any credibility. The sounds aren't bad, using a s simple form of Frequency Modulation for their creation.

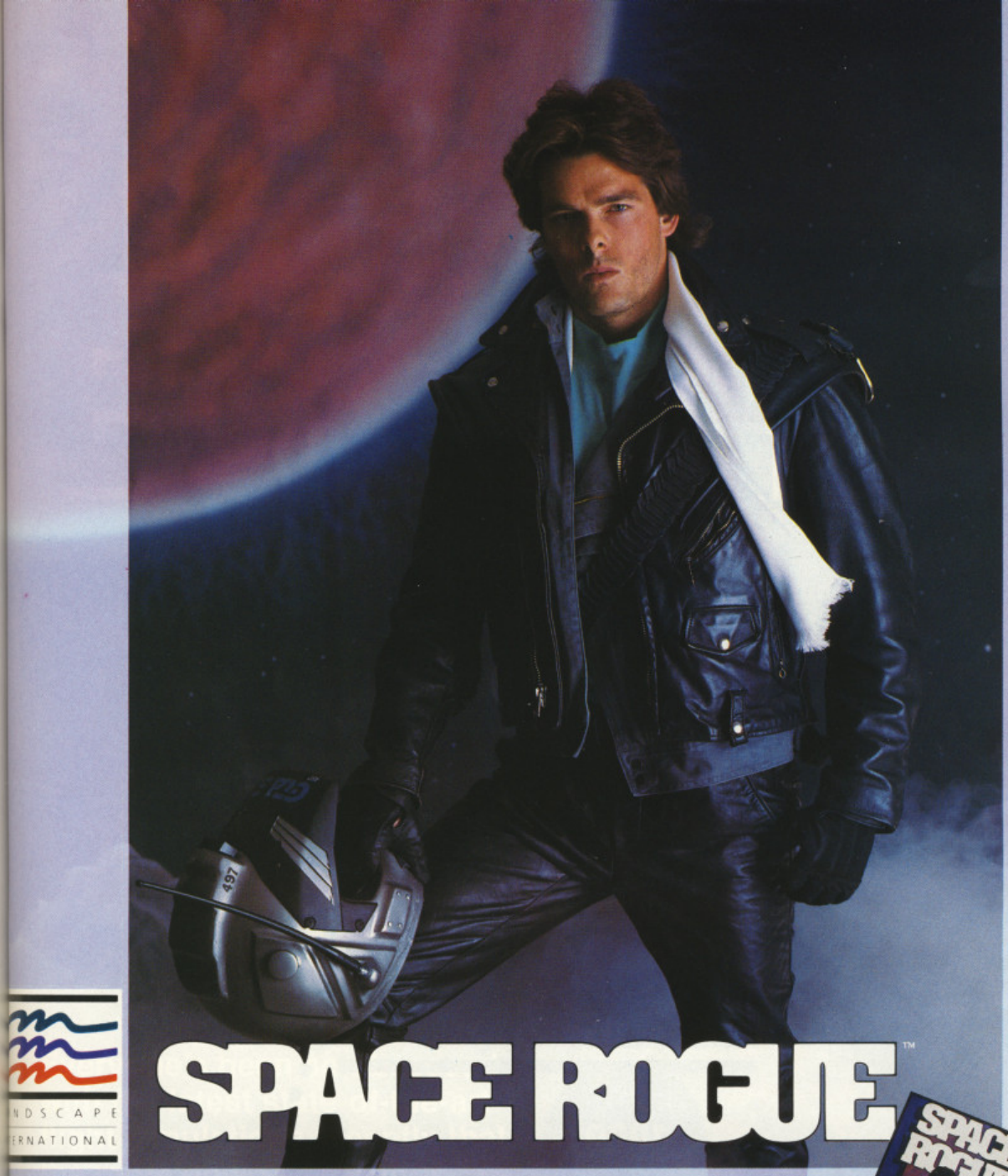
There are plans afoot to release an upgraded version of the Games Blaster in the not too distant future which, although costing more, will have greatly enhanced sound capabilities, using FM plus the ability to sample sound. The upgrade, entitled Sound Blaster, was having its first airing at the show and was an improvement in many ways on its predecessor. As well as running with compatible games it supports MIDI and comes with a whole host of software to turn the PC into a sort of single keyboard with lots of auto-playing features and libraries of jolly tunes to sing along with! Watch this space for further details _ and more information from Data Liberation Limited (contact numbers at the end of this article).

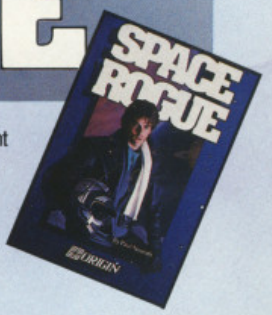
LAPC-1

An expensive beast this, but still an attractive proposition for well-heeled and musically inclined PC owners, the LAPC-1 is a full-size card that is in effect the more elderly and popular MT- 32 sound module. This beast gives you digital reverb as well as loads of excellent sounds and 32 note polyphony (using simple sounds - the polyphony reduces as you create more complex voices). However, you'd probably need to measure the benefits in terms of desk top space rather than finance as the card will cost £379 and if you shop around you cant get an MT32 (which is around three years old now) for about £200 second hand.

PC REPLAY

Sampling freaks might like to check out PC Replay, a half-size card which also includes a MIDI interface plus all the ports required for happy sampling. It'll set you back £149.95 and you should make sure you've got a hard disk as well otherwise it will eat its way through available memory





Rocket into the striking realism and spectacular visuals of **SPACE ROGUE**, the phenomenal 3D space flight simulation. You'll discover authentic flight dynamics, precision navigational aids and sophisticated weapons technology as you maneuver through turbulent ion storms and confront alien foes. You'll visit space stations and mining outposts — swapping tales with pirates, drinks with friends and goods with merchants. It's the seamless integration of space flight and role playing that makes **SPACE ROGUE** the first ORIGIN Cinematic Experience™.

IBM/COMPATIBLE VERSION

IBM/COMPATIBLE VERSION

APPLE VERSION

ORIGIN™
We create worlds.™

Available for: IBM/Tandy/compatibles, Commodore C-64/128, Apple II series. Coming soon for Amiga and Macintosh.

M I N D S C A P E

For further information on Mindscape products and your local Dealer, contact:
Mindscape International Limited, PO Box 1019, Lewes, East Sussex BN8 4DW. Tel. (044 486) 545/547.

Your dates:

13th-16th
September

Your venue:

Earls
Court

Your show!

SEE YOU NEXT YEAR...

Continuing the tradition but dedicated to leisure.

Sponsored by C&VG, SINCLAIR USER, CU, ACE and THE ONE.

Contact: Neil Wood at EMAP International Exhibitions: 01-404 4844

TANK BUSTING!

Everyone's been so obsessed with the latest state-of-the-art flight simulations recently that the more down-to-earth armoured divisions of computer entertainment seem to have been forgotten. After you've flicked on the afterburners and dived in out of the sun, surely rumbling around on the ground taking pot-shots at other metal mickies must be a bit, well, just a teensy bit dull?

Oh boy, do we have news for you...!

Advanced tank design, as on this recent example, is particularly suited to advanced 3D displays! The angular shielding, designed to deflect as well as resist bombardment, has a nice filled vector look even in real life! M1TP offers a high degree of detail in the display, but you can toggle the level of detail to suit different machines. The more detail, the more processing power you need...

Anyone who remembers the shock of seeing their windscreen shatter after receiving a shell up the rear in *Battlezone* will know that tank busting can result in almost terminal adrenalin doses – and the good news is that the software boys are about to ram this lesson home with several promised heavy-duty tank simulations. Microprose's is the first to appear, Realtime's *Tank Command* is poised for release, and there are others rumbling along the track. What's all the fuss about?

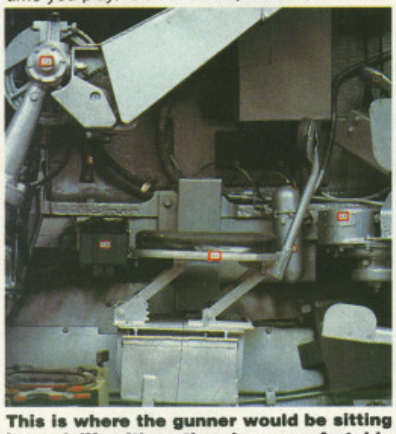
ACE first got its hands on a copy of Microprose's M1 Tank Platoon during a visit to the Bovington Tank Museum in the company of 'Prose's Major 'Wild Bill' Stealey. We were pretty impressed by the speed of the game, the detailed 3D VGA display, the choice of heavyweight armour you could fling about, and the even heavier weight 206pp manual, which must be getting on for an industry record.

In fact the manual just about sums up the new era of tank sims. Things may be slower on the ground, but that simply means more opportunity for strategy and game detail. None of those 206 pages are wasted, and every one tells you something useful about the game – yet it's a tribute to the program design in M1 Tank Platoon that you can get down to playing immediately. What's more, the detail in the game, which ranges from the explanation of and opportunity to indulge in conventional tank tactics to the muzzle velocity of the 7.62mm PKT Medium Machine Gun, isn't fiction – Microprose had to invoke the Freedom Of Information Act in the States to get the necessary documentation released, and they've made excellent use of it.

Our only niggle here was the quality of the manual binding, which appeared to shed pages at an alarming rate. The manual's pretty essential, however, so we ended up hole-punching all the pages and popping them in a ring binder.

THE GAME

M1TP revolves around your choice of platoon, your choice of men, and your choice of conflict scenario. Stored on disk (and updated every time you play) is a roster of platoons, each one featuring different names and associated skill ratings. Your average tank comes equipped with a tank commander sticking his head out of the hatch, a gunner who guns, a loader who loads, and a driver who keeps the 57.1 tonnes of heavy metal thundering across the 3D terrain at speeds of up to 67kph – an unnerving experience for the uninitiated who thought that tanks, well, sort of trundled along.



This is where the gunner would be sitting in real life. It's rather less comfortable than your armchair...

The skills of your crew are of paramount importance and your long-term objective is to develop their skills in action, winning the medals and improving their performance. Your ultimate goal is, naturally, to become embroiled in a full-scale war against the Soviets and send their T80m84's and other metal monsters to the scrapheap. Microprose obviously aren't in a hurry to declare an end to East-West conflict, which seems a pity until you realise that if the game is to be realistic it has to reflect the fact that the Soviets are currently the only people with some hardware to challenge you with.

Winning the war, however, is quite impossible unless your crews are up to scratch. That's because M1TP is a clever blend of player intervention and computer control. Battles are fought over a 3D map with hills, valleys, rivers, and many other topographical features. At any time during battle you can select any one of your vehicles, wherever and whatever it may be, from a scout helicopter (yes, even total flight freaks get their fix here) checking out the opposition to an M1 Abrahams sneaking up the river, and get the relevant 3D view up on your screen.

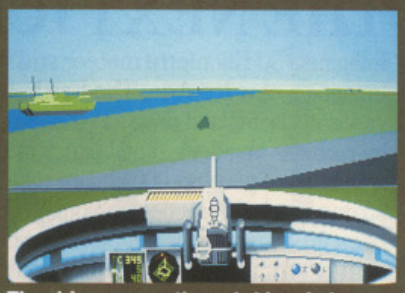
With tanks, this selection gives you complete control over that vehicle and all the crew members. The good news, however, is that this complete control is supplemented by the computer so that you can, for example, take the commander's position, sticking your head out of the hatch and peering around with your binoculars, while at the same time telling your driver to go full speed ahead, your gunner to fire at will, and the other vehicles in your formation to take up Echelon left formation (ranged behind you, guns at 45 degrees). Suddenly, there you are careering across the landscape, guns all blazing together, smashing your way through the opposition...Flight sim freaks can eat hot lead for all I care, this beats single-handed aerial combat any day.

OK, so Wild Bill Stealey looks as if he's finally flipped his lid. However, he did have the good sense to use the Freedom of Information Act to get the data he needed for the game.

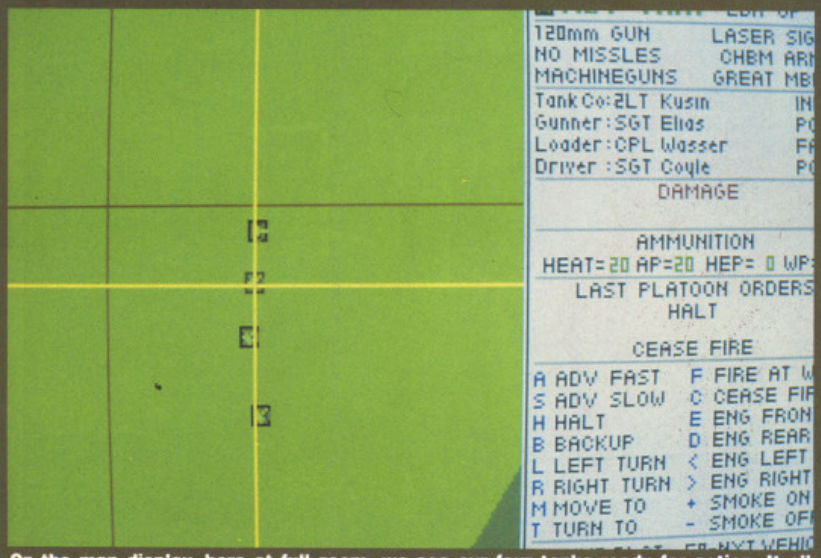
Major Wild Bill takes a *real* tankbuster through the game.

ATTACK!

How does it feel to roar into battle at the head of your armoured platoon? Here's a quick engagement with the Soviets to whet your appetite...



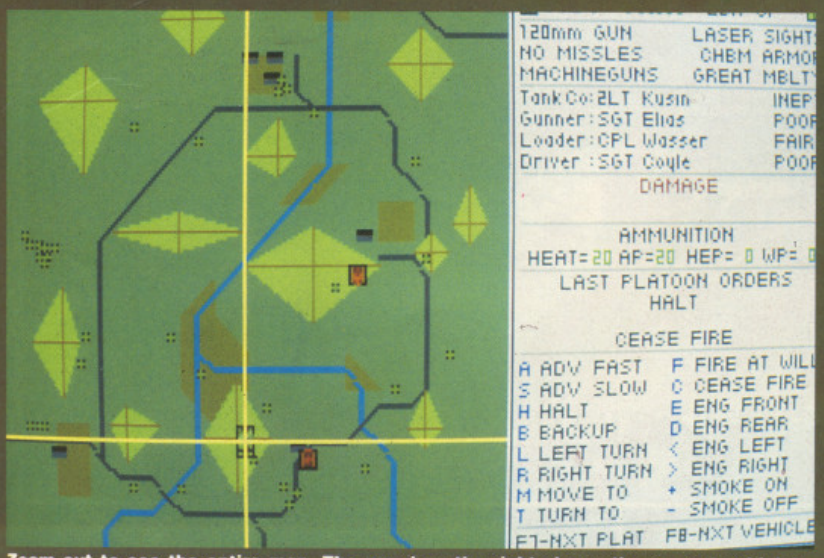
The driver peers through his windscreen and puts his foot down. The instruments aren't just for show – each one tells you something that could save your life!



On the map display, here at full zoom, we see our four tanks ready for action. It all looks green because they're on a hill...Some of the crews are over the hill, but that's another matter...

A quick eyeball out of the hatch catches one of our other platoon members on the left. We're going to follow the stream to the west and then cut off north to engage the enemy (check the map).

As we approach, the gunner gets jumpy. Needle indicator at bottom centre selects appropriate ammo – we're currently using Sabot armour piercing (range around 1500 metres). The target's visible dead ahead just above the sights – all we've got to do now is close in and let rip!



Zoom out to see the entire map. The panel on the right shows the current vehicle's statistics. Note that the commander is, er, 'Inept'. The red spots are hostile vehicles. Let's go get 'em!

The map screen is where you do your thinking, and where you find out what's going on across the entire battle arena. Your units and the enemy's are all clearly marked and you can select any unit (hostile or friendly) by pinpointing it with the crosshairs and pressing RETURN. This not only gives you control over it, but also all pertinent information in a window to the right.

THE ACE VERDICT

We rate M1TP at 926. That ought to speak for itself. It's a welcome break from flight sims that boasts enough detail to keep even the most complusive nitpicker happy, and at the same time has a breadth of challenge and combat scenarios that should satisfy the most ardent gamester. A winner.

GLOBAL WARMING? – RUBBISH

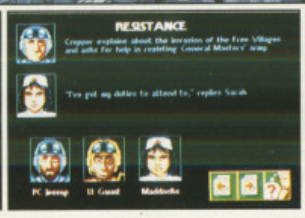
THE NEXT ICE AGE STARTS IN 2 MONTHS

Imagine a 30 Kilometre meteor smashing into the Earth. Imagine a new Ice Age. The Earth, beaten and frozen, yields it's last island oasis. This last refuge is threatened by ruthless invaders. The history of the island, charts and maps of your 80,000 square mile refuge and a 32 strong band of defenders is yours. The first shot has been fired and time is not on your side.

- ★ THE AIM IS SURVIVAL
- ★ THE PLAYING AREA IS AN ISLAND OF OVER 80,000 SQ. MILES
- ★ CONTROL A FORCE OVER 32 MEN
- ★ A 3D TERRAIN NEVER BEFORE SEEN HOME COMPUTER
- ★DETAILED MANUAL & MAPS

WHEN THE LEVELS OF DIAMOND DUST IN THE ATMOSPHERE REACH A CRITICAL LEVEL. THE RESULT IS . . .

A BLEND OF DEEP DEEP STRATEGY & ACTION THAT ONLY HAPPENS ONCE IN EVERY 500m YEARS.



MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos, GL8 8DA.

Guaranteed Window Seat.

You've got the best seat at the air show – the cockpit of your F/A-18. And you're about to fly where only angels dare.

Blue Angels Formation Flight Simulation™ puts you wingtip-to-canopy with the acrobatic U.S. Navy aviators who've become legends of the sky. From ground school to the wild blue yonder, you'll practice and perform over 25 actual air show maneuvers.

Train with the Blue Angels in a wire-frame flight simulator. Plot the path you've flown in 3-D against the ideal path of the maneuver.

Then dance with danger in one of four Blue Angel F/A-18s – a jet that can twist 500 knots into a 5g vertical climb.

Pierce the clouds on a wing and a prayer. Engage your formation in delta rolls, left echelon rolls and fan breaks. Wow the crowd during three heavenly air shows.

You can watch all of your maneuvers from a variety of camera angles, review the performance on Instant Replay – even take a bird's-eye tour of the entire airfield in "Free Flight" mode.

If you're a blue chip Blue Angel, they'll induct you into the "Pilots Hall Of Fame." Because only the best and the brightest can take 32,000 pounds of military thrust and turn it on a dime.

Blue Angels Formation Flight Simulation. Everything you've ever experienced in flight simulation is about to take a 360-degree diamond roll.

Actual game screens from IBM PC EGA version of the game. Other versions may vary.

ACCOLADE™
The best in entertainment software.™

Accolade Europe Ltd.
Unit 14, The Lombard Business Centre,
50 Lombard Road,
London SW11 3SU.

GALAXY FORCE

ACTIVISION

ATARI ST SCREEN

SPECTRUM SCREEN

The meanest space mission of skill, speed and control that will take you to five alien planets of awesome landscapes.

From your fighter craft, face the fiery seas of menacing molten lava, showering meteorite storms and raging fountains of fire!

Twist, turn and spin through the cosmic labyrinths and psychedelic tunnels that will send your senses reeling!

Penetrate the enemy fortress and blast your way through underground tunnels packed with deadly obstacles and enemy spacecraft.

And, if you get out alive – you'll see it's only the beginning of the greatest battle in the Galaxy – GALAXY FORCE!

ATARI ST SCREENS

GALAXY FORCE™ and SEGA® are trademarks of SEGA ENTERPRISES LTD.
This game has been manufactured under licence from Sega Enterprises Ltd., Japan. © SEGA 1988, 1989.
Marketed and distributed by Activision (UK) Ltd.
Consumer Enquiries /Technical Support Tel: 0734 31003

SEGA

XMAS '89 RUNNERS & DRIVERS

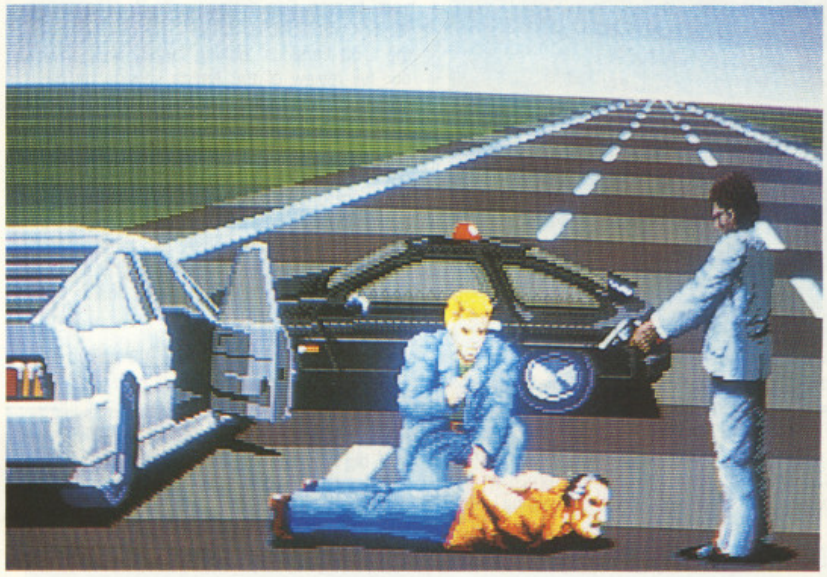
Your complete guide to the main game launches of Christmas season.

As the main challengers for the lucrative number one slot in the Christmas charts line up on the starting grid- the likely winner is as difficult to predict as ever. One thing is clear though. Christmas '89's biggie is going to be a racing game.

In pole position are last year's winners Ocean with their home conversions of the Taito racer - *Chase HQ*. Sega's *Power Drift* will be challenging strongly with heavy weight PR and TV commercials through Activision.

In third position on the grid is *Hard Drivin* - the coin-op game licence from Domark. These are not the only games in the race. There are one or two brilliant original titles to be reckoned with as well - *Stunt Car* for example, or *Vette* are yet to appear on a few key formats - and *Continental Circus* and *Turbo Out Run* are no slouchers either. There are other hot licences- *Ninja Warriors* looks superb, as does *The Untouchables* - but *ACE* is sure the Xmas biggie will have wheels on.

We have divided the field into Favourites, Front Runners, Outsiders, and Christmas Turkeys. Don't buy anything until you have checked our guide - and why not let your best friend, lover, parents, or Great Aunty Nelly take a butchers at it as well before they do their Christmas shopping.



THE FAVOURITES

Chase HQ

Ocean

Taito's *Chase HQ* placed the player at the wheel of a plain clothes police Porsche. It was straight out of *Miami Vice* - chasing the villains through the streets and along the highway, taking pot shots at them as you stood up in the car, and aimed your gun from the sun roof. Your HQ gives you your mission which is generally the macho business of rescuing some buxom bimbo who has been abducted by the bad guys. A constant running commentary is kept up by HQ as you twist and turn and

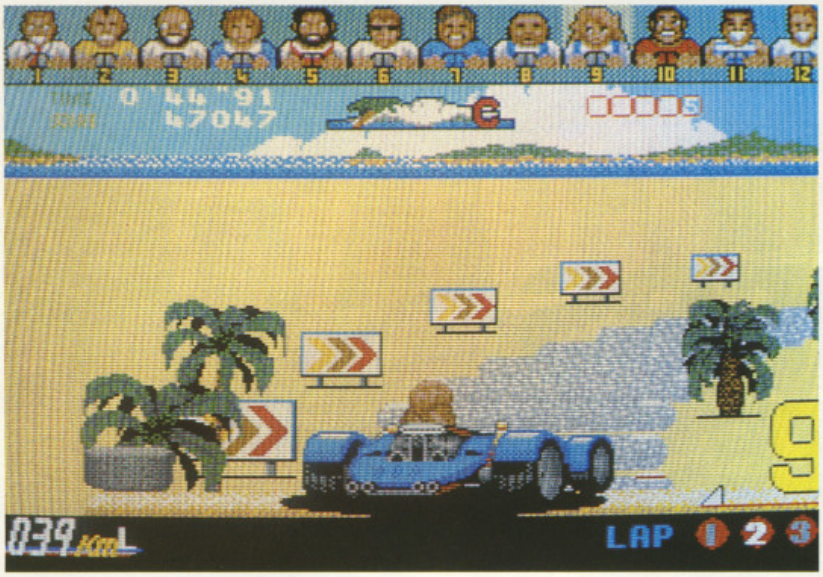
attempt to get the crooks in your gun sights. The cops and robbers scenario provided an added interest to the main business of racing along at breakneck speed in a Porsche.

There is nothing in *Chase HQ* to make you gasp and think "they are never going to do that on a home computer". Converting it to most systems should provide no problem to Ocean's large in-house programming team - even if they are not particularly well known for driving games. Of the work we have seen so far on the conversions they are looking extremely good - with the Spectrum performing particularly well in the graphics and speed departments. Our money is on *Chase HQ* - to take the number one slot with, as happened last year, Ocean competing largely against themselves, with at least another two of their titles likely to be in the top ten.

Power Drift

Activision

Once again Activision make their bid for the top slot by attempting to convert a 'state of the art' Sega game. *Power Drift* was a monster, literally, when it appeared in the arcades last Summer. One of the biggest cabinets I have ever seen. But its physical size was not matched by its performance as a money spinner. It proved a bit difficult to get into, and at a quid a go you couldn't afford that much practice.



This was a shame as the game is superb - with real depth as opposed to the simple sight seeing of something like *Out Run*.

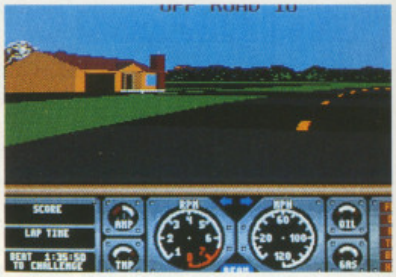
The game places you at the wheel of a souped up hot rod with massive tires, a very low perspective on the road, and pits you against eleven other reckless speed freaks. There are five courses - with five separate circuits in each. The best spills and frills are to be had on the corners and with the ramps as the buggy takes off and skids on landing. Nice inclines and steep up-hill climbs add to the feeling of power that rests under the bonnet of your buggy. Conversion work is progressing nicely - with, just as in the case of *Chase HQ*, the 8-bit versions looking largely well. Check our full review of the Amiga version on page 80. All versions will be reviewed in Updates as soon as we lay our hands on them.

Although the *ACE* money is on *Chase HQ* - there are one or two voices around here muttering that Activision may well out-hype the Manchester software house, and that the quality of conversions may have nothing at all to do with what sells in Christmas week. Shame that.

Hard Drivin

Domark

The Dom Doms bid for the Christmas biggie rests on their conversions of Atari's *Hard Drivin*. A big hit in the arcades - with stacks of them still around - which is more than can be said for *Power Drift*.



Hard Drivin took a revolutionary approach to coin-op racing when it appeared in the Arcades this Spring. It is much more of a simulation than any of the others - with the car performing in a realistic manner, i.e. the steering wheel wrestles against you if you attempt to take a corner too quickly. There is lots of fun to be had though and there is also a race on with stacks of other cars to be lapped or to collide with for the hapless driver.

The neatest feature of all is the 'loop the loop' track. You really need to put your foot down to have sufficient momentum to push your vehicle through 360 degrees. The graphics in *Hard Drivin* look more like a home computer game in the *Starglider II*, *Carrier Command*, style than they do a coin-op. This bodes well for the conversions - particularly the 16-bit conversions. As with all games of a semi-3D nature the Spectrum versions perform well- and *Hard Drivin* is no exception judging from the work in progress we have seen so far. The *Hard Drivin* course with its Speed Track, bridges, ramps, and loop the loop track provide stacks of playability. A lot more challenging than *Chase HQ* and, to a lesser extent, *Power Drift* as well.

THE FRONT RUNNERS

Operation Thunderbolt

Ocean

The sequel to *Operation Wolf* - and really just more of the same. Spray Uzi fire at anything that moves as you attempt to rescue the hostages and escape in the plane.Taito added an extra Uzi to the cabinet for simultaneous two player action and there are also one or two pieces of 3D'ish graphics as you travel into the screen in armoured vehicles. More levels than the first one - as you travel from road, to mansion, through an army camp, an airfield and finally to a hijacked airliner where the hostages are held. Your aim is to shoot the terrorists without injuring any of the passengers or the pilot. As the sequel to the massively successful *Operation Wolf* - *Operation Thunderbolt* has a large army of fans out there who may fancy another go at the shooting gallery.

Conversions look every bit as good as they were of *Op-Wolf*- and the sequel will benefit from the fact the programmers can polish up and improve on the routines they developed for the first game. Competent conversions on all machines make *Op-Thunderbolt* a strong front runner.

Galaxy Force

Activision

Another massive Sega cabinet from their 'think big' era. The eight legged monster looked more like a lunar landing module than a coin-op. Complete with booming speakers and hydraulic seat *GF* machines didn't come cheap when they were launched last Summer. For this reason you could only find them in the bigger - Seaside-style arcades.

Activision raised a few eye-brows amongst arcade fans when they announced that they had licensed the game for home conversion. The basic idea is to blast the hell out of the aliens as you hurtle through a choice of five space scapes. The graphics of the coin-op were superb. Faster than *Afterburner* and with stacks more detail in the backgrounds. You could fly under objects, as well as over them, all the time blasting away with a choice of weaponry. Each of the levels is divided into two sections - an open sky shoot out and then into the cavernous interior of the enemy base. You ship is replenished by shield strength - which needs to be topped up by grabbing power-ups as you travel.

Activision have their work cut out attempting to convert this. As for its chart performance - its a big name licence, it will be heavily promoted by Activision, and it will sell regardless of what *ACE* or anyone else thinks of it.

Cabal

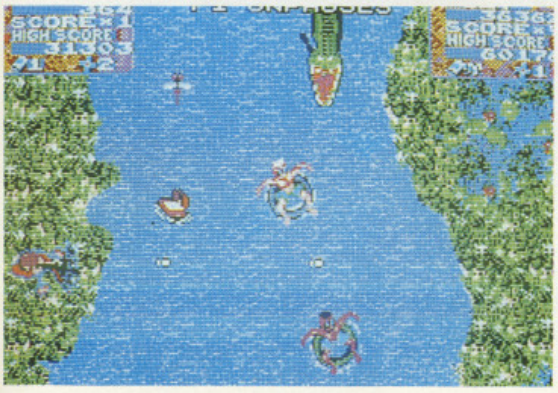
Ocean

Cabal is 3D military shoot 'em up in the *Op-Wolf* style - but you control a commando rather than moving a cross hair around the screen. The end of each level is protected by a giant gun ship, tank, and submarine. The game did well for Capcom in the arcades and ought to equally well for Ocean as a conversion. All versions should be coded to a high standard as the original game design is fairly straight forward - and Ocean ought to be able to use existing routines.

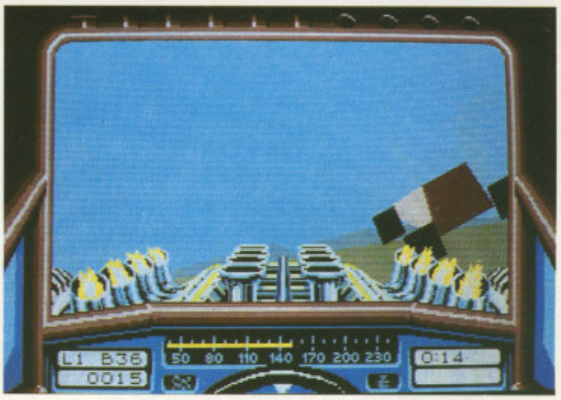
Toobin

Domark

This one could surprise a few people. It was never a massive arcade hit but it had a loyal following who absolutely loved it to bits. Like *Bubble Bobble*, it is ever so cute and hugely addictive.



Another wacky Atari coin-op title in which the player has to shoot the rapids - amongst other courses - in a tire inner tube,or 'Toob' as they call them in the States - hence "Toobin". One to watch.



Ninja Warriors

Virgin

From a famously bad conversion of a beat 'em up last Christmas in the shape of *Double Dragon* - Virgin have bounced back with what is arguably the best conversion of any beat 'em up ever, yes ever, in the shape of *Ninja Warriors*. They have pulled off the near impossible by devising a system that successfully simulates the treble screen, Taito coin-op on one narrow strip of game play action on 16bit machines. Looks superb, and plays well - as you take on a variety of military, hoodlum, and animal adversaries in this horizontally scrolling conversion of this Summer '88 arcade hit. A very strong front runner indeed.

Bat Man - The Movie

Ocean

Can Bat-hype carry through until Christmas? There is no reason to think not, particularly with the granny and girl friend purchasers making up a significant number of Xmas 'gift' game buyers. The conversion sensibly concentrates on a few of the exciting scenes from the film - like the race through Gotham City in the Bat-mobile, the big scrap in the Joker's hide out, and the bursting of the toxic balloons that floated above the city that Batman pierced by flying through them in the Bat-jet. This makes for an amusing multi-event arcade challenge. Could even be a number one. Holy megabucks!

Stunt Car Racer

Microprose

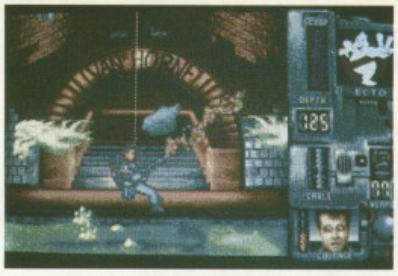
Geof Crammond's master piece has so far only been reviewed on the ST - where it won accolades from every single reviewer who looked at it. The excellent C64 version is Updated on page 99 and that, too, is superb. With key versions about to hit the shops (Amiga, Spectrum, and PC) that all look equally good - this innovative game could well push some of the 'big name' licensed racers off the circuit. Its combination of filled polygon graphics and race challenges like bridges and ramps make for comparisons with *Hard Drivin* - but in *ACE*'s view it is more entertaining than this. It is more of a challenge - and thats what racing games have been crying out for. You want to do much more than just drive fast.

The best original challenge to the mega-licence, mega-hype incarnations. In the hearts of real racing fans, this deserves the top slot - even if they know in their heads that it isn't going to get it. Still *ACE*'s first choice racing game - whatever happens in the Christmas Computer Game Grand Prix.

Ghost Busters II

Activision

The film hasn't exactly bombed, and it hasn't exactly done that well either. It has just been overshadowed by things like *Lethal Weapon II*,



the indomitable *Batman*, and the soon to be launched - *Star Trek V* - which also has a computer game conversion, and a red hot one t'boot. The game is apparently brilliant - though not reviewable as we go to press, and is high on Activision's list of titles to receive heavy weight hype, which should insure a chart position. Gary Williams is Marshmallow Man.

The Untouchables

Ocean

Sean Connery made the film. He played a certain type of American cop - tough, uncompromising, and best described by Tom Wolfe in Bonfire of the Vanities as "Irish Cop - don't back off". This shoot 'em up don't back off either. Based on a few action packed scenes from the film (Ocean are becoming quite expert at this) the player has to complete six levels. Its combination of horizontal scrolling action and impressive graphical representation of 1920's Chicago make for an excellent - *Op- Wolfish* sort of a game. Could well repeat the massive - though unexpected success of *Robocop*.

Turbo Outrun

U S Gold

Out Run is such a successful coin-op that you still find plenty of them around in most arcades

For the best in
ACTION..STRATEGY..ADVENTURE.

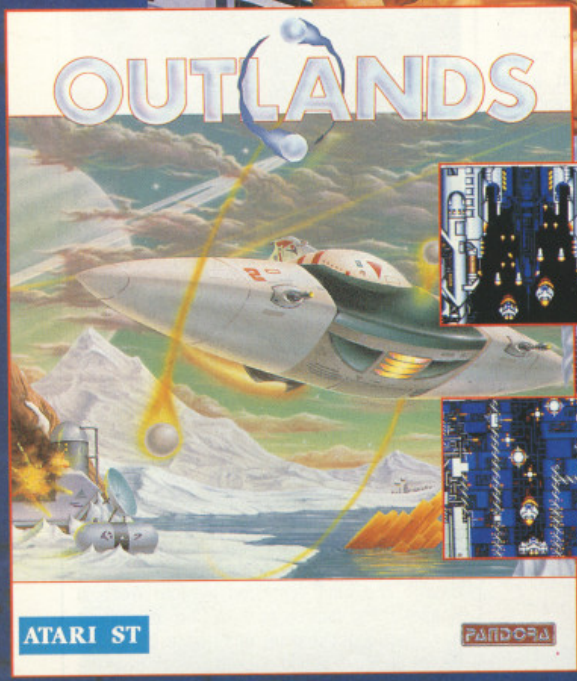
XENOMORPH

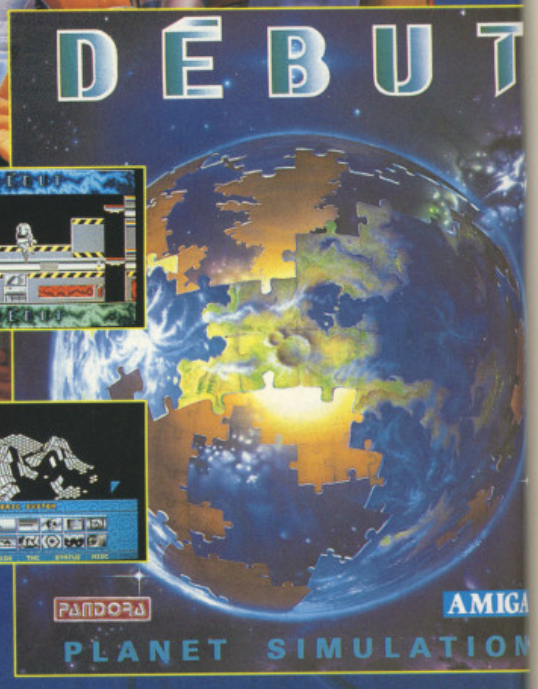
XENOMORPH
ATARI ST £24.99
AMIGA £24.99

DEBUT
ATARI ST £24.99
AMIGA £24.99

OUTLANDS
ATARI ST £19.99
AMIGA £19.99

O U T N O W





PANDORA

© 1989

PANDORA is a division of the INTERCEPTOR GROUP

MERCURY HOUSE, CALLEVA PARK, ALDERMASTON, BERKSHIRE, RG7 4QW
TEL: (0734) 817421 FAX: (0734) 811505 TELEX: 849101 INMICS G

O U T N O W

- two and a half years after its launch. The Turbo version simply added prettier, and smoother graphics - with a turbo button which gives a short boost of super speed when pressed. USG's chief development house - Probe of South London - are crowing about the quality of the conversion. A big name game that will undoubtedly shift off the shelves this Christmas.

Ghouls and Ghosts

U S Gold

This Capcom coin-op is ideally suited for conversion to home machines. Indeed many reviewers observed when *Ghouls and Ghosts* and its predecessor - *Ghosts and Goblins*, were launched - that they should have been home games.The Sega Megadrive version of *Ghouls and Ghosts* has already won praise in many reviews - and there is no reason why these USG conversions shouldn't be every bit as good on the Amiga and ST.

You are a knight in shining armour on a mission to rescue a princess - collecting power ups and taking out the ghouls, ghosts, and other assorted nasties who are out to stop you. USG are not amongst the favourites this year - for the first time in four years - but they do have a very strong front runner in *Ghouls and Ghosts*.

THE OUTSIDERS

Shadow of the Beast

Psygnosis

Very pretty scrolling shoot em 'em up adventure. So far only available on the Amiga. Unlikely to take a top placing on only one format.

Kick Off

Anco

Footy is always popular - and Anco have the best version for 16-bit machines currently available. Likely to find its way in to quite a few Christmas stockings.

Continental Circus

Virgin

An excellent Taito grand prix coin-op in its day and well converted on most systems by Virgin. Likely to be overshadowed by more up to date racing conversions.

Available now for the IBM, Tandy, and compatibles. Available in 1st quarter 1990 for the Amiga and Macintosh. Available in spring of 1990 for the Atari ST.

Star Trek V

Mindscape

The world is full of Trekkies - and with film number V about to be released - this film tie-in should have very strong Christmas present appeal.

Strider

US Gold

Excellent conversion of the recent Capcom arcade adventure. Has been well rated by *ACE* and other mags. May have peaked by Christmas.

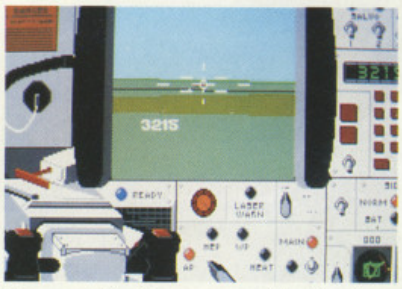
Myth

System 3

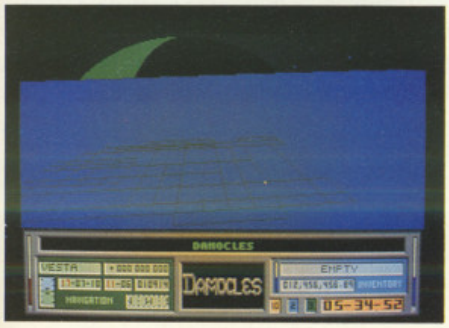
Excellent arcade adventure from the *Last Ninja* software house. Could get System 3 back into gamers good books - after the fiasco that was *Dominator*?

Damocles

Novagen



The sequel to *Mercenary* - and looking absolutely superb. Only available on 16-bit and (PC after Christmas) *Damocles* ups the stakes in the increasingly popular solid 3D filled vector graphics - *Starglider II* type game. Rave reviews are about to break in most magazines and hard core game fans will love it.



Vette

Spectrum Holobyte

Its chart performance will be restricted by only being available on the PC so far - which is probably fortunate for the licencees of some of the coin-op racers. Watch it race up the charts as soon as it is available on Amiga/ST. An excellent simulation of a race through California in America's answer to the Ferrari - a red Corvette.

Interphase

Image Works

Another filled 3D vector graphics incarnation that looks stunning on 16-bits. Deservedly *ACE* rated in this issue - but perhaps not commercial enough to go top ten at Christmas.

Fighter Bomber

Activision

ACE rated flight game that should convert well to all machines. F14's, F16's, Mig's, and stacks of other planes to chose from. A strong seller up to and after Christmas.

Rick Dangerous

Firebird

Without doubt the best platform game launched this year and now available on all formats. Should maintain a strong chart position from now till Christmas.

Ultimate Golf

Gremlin

Gremlin have put a lot into this one and it shows. Should benefit from a rare shortage of new golf games. Could go all the way to the top ten.

Altered Beast

Activision

Popular Sega beat 'em up with huge sprites and excellent sound. Likely to be a bit of fashion victim in that beat 'em ups are not as popular as they used to be. It might chart - but it is unlikely to go top ten.

M1 Tank

Microprose

Superb tank warfare simulation. So far only available on PC and therefore unlikely to chart this Christmas.

Iron Lord

Ubisoft

Role playing strategy game in the Cinemaware style. Very pretty, but not main stream enough to go top ten at Christmas.

Moonwalker

US Gold

Whose bad? Not MJ's computer game say US Gold - but then they would, wouldn't they. Strong Christmas pressie appeal should ensure a chart position for this licence game.

Storm Lord

Hewson

Extremely pretty arcade adventure featuring fairies and dragons. Will turn heads in the shop with its graphics.

CHRISTMAS TURKEYS

Beach Volley

Ocean

Bronzed hunks play volley ball on the beach while their bimbettes look on. Yuk. In the middle of winter as well. Double yuk.

Gazza's Super Soccer

Empire

Spurs Geordie joker provides the 'name' endorsement for this latest computer soccer

offering. Why don't companies concentrate on making good footy games instead of on getting soccer stars mug shots for the packaging.?

Cribbage King

Mindscape

According to the advertisement this game features the "World's strongest Cribbage-playing algorithms". My word, how interesting. Zzzzzzzzzz.

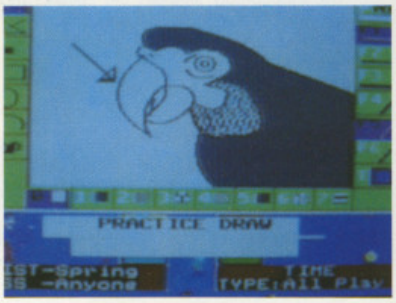
Roadwars

16-Blitz

How can anyone in their right mind re-release this mega-Turkey - even if it is only £4.99, and even if it is the season of good will. You will be well and truly stuffed if you get this in your Christmas stocking.

Pictionary

Domark



The 16-bit versions cost more than the board game itself, which is clearly ridiculous when you consider that they don't have even half of its playbility. What a turkey.

Lotus 1 2 3

Lotus Development Corporation

No pretty graphics, no arcade entertainment value whatsoever, it costs several hundred pounds and doesn't run on the C64, Spectrum, Atari ST, or Amiga. Pass the Cranberry sauce.

CHRISTMAS PAST AND CHRISTMAS PRESENT

In the next few weeks the *C+VG* Hits, *ACE* Ratings and stacks of other magazine awards are going to be flying like nobody's business. Everything can't be brilliant, can it? The answer is definitely no - but it is easy to get this impression when you flick through some of the mags in Smiths. To help you make up you own mind we have six Top Tens - the Top Ten from the last four years according to *Gallup*, *ACE*'s prediction for Christmas '89 actual sales - and our merit Top Ten - the ones that would make up the Top Ten if the *ACE* review team got their way.

CHRISTMAS 1985

1	*Commando*	Elite
2	*Yie Ar Kung Fu*	Ocean
3	*They Sold A Million*	Various
4	*Rambo*	Ocean
5	*Elite*	Firebird
6	*Way of the Exploding Fist*	Melbourne House
7	*Computer Hits 10*	Various
8	*Formula One Simulator*	Mastertronic
9	*Winter Games*	Epyx/US Gold
10	*Back To School*	Microshere

CHRISTMAS 1986

1	*Gauntlet*	US Gold
2	*Computer Hits 10*	Various
3	*Trivial Pusuit*	Domark
4	*Space Harrier*	Elite
5	*Paper Boy*	Elite
6	*Hit Pack*	Various
7	*Konami Coin-op Hits*	Ocean
8	*Ollie and Lisa*	Firebird
9	*Five Star Games*	Various
10	*Cobra*	Ocean

CHRISTMAS 1987

1	Out Run	US Gold
2	*Match Day li*	Ocean
3	*Combat School*	Ocean
4	*Magnificent 7*	Ocean
5	*Live Ammo*	Ocean
6	*Grand Prix Simulator*	Code Masters
7	*Solid Gold*	US Gold
8	*Star Wars*	Domark
9	*10 Pack*	Gremlin Graphics
10	*Game Set And Match*	Ocean

CHRISTMAS 1988

1	*Operation Wolf*	Ocean
2	*Robocop*	Ocean
3	*Double Dragon*	Melbourne House
4	*After Burner*	Activision
5	*Thunder Blade*	U S Gold
6	*Giants*	U S Gold
7	*Falcon*	Mirrorsoft
8	*Joe Blade II*	Players
9	*R-Type*	Electric Dreams
10	*Ghostbusters*	Mastertronic

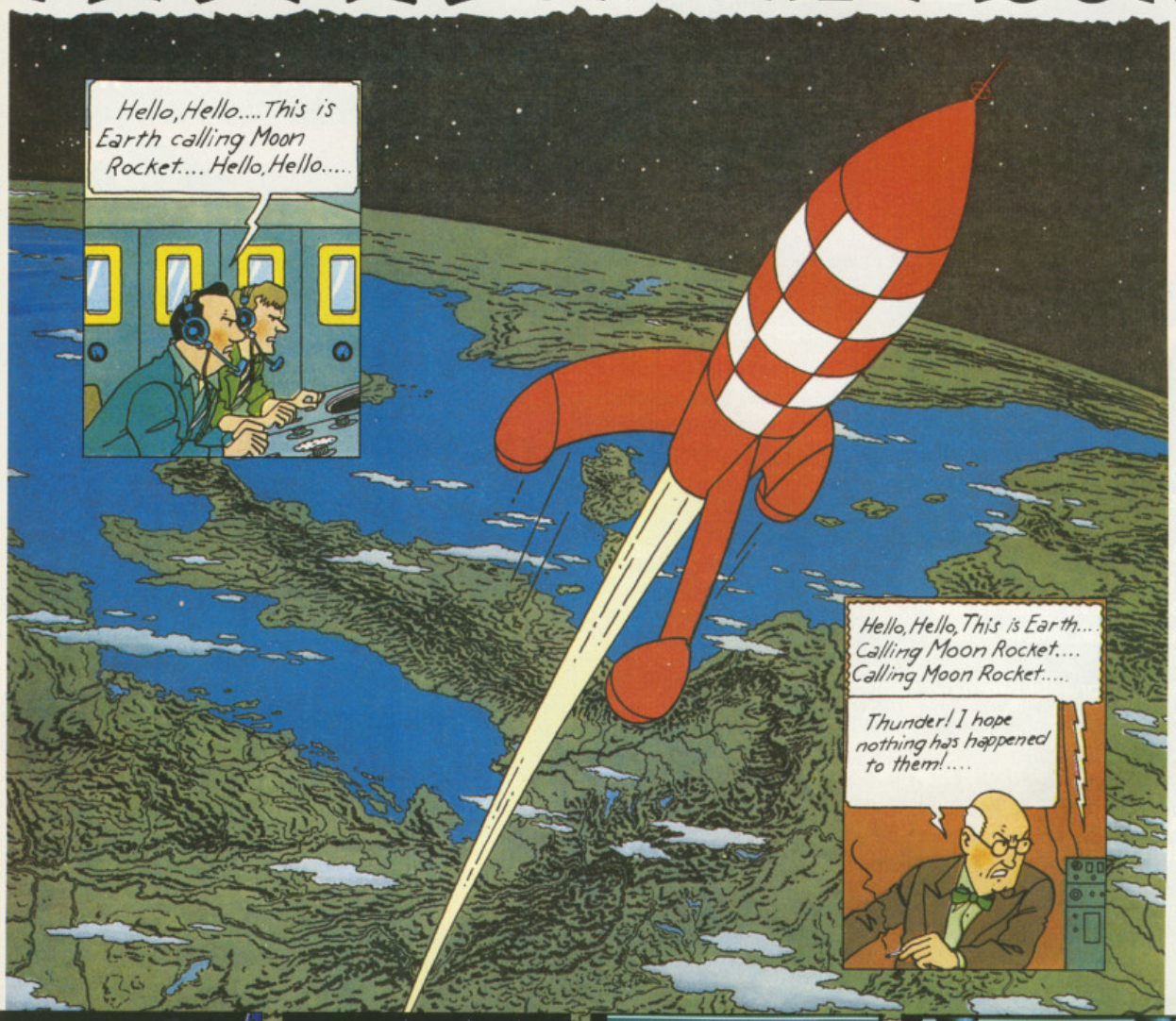
ACE CHRISTMAS PREDICTION 1989

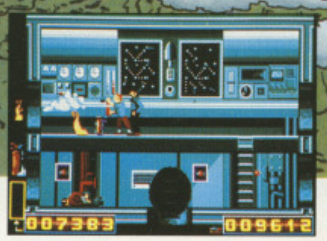
1	*Chase HQ*	Ocean
2	*Power Drift*	Activision
3	*Batman - The Movie*	Ocean
4	*Hard Drivin*	Domark
5	*Operation Thunderbolt*	Ocean
6	*Ghouls and Ghosts*	US Gold
7	*Ninja Warriors*	Virgin
8	*The Untouchables*	Ocean
9	*Winners*	US Gold
10	*Toobin*	Domark

ACE REVIEW TEAM - MERIT TOP TEN

1	*Stunt Car*	Microstyle
2	*Damocles*	Novagen
3	*Interphase*	Image Works
4	*Fighter Bomber*	Activision
5	*M1 Tank*	Microprose
6	*Vette*	Spectrum Holobyte
7	*Hard Drivin*	Domark
8	*Kick Off*	Anco
9	*Rick Dangerous*	Firebird
10	*Batman - The Movie*	Ocean

TINTIN ON THE MOON





"Hello control station! Here is the moon rocket. Tintin speaking. I have just regained conciousness. Everything seems OK, we are now taking over the controls of the rocket." Aboard the rocket, you will relive with Tintin and his friends the most exciting adventure the world has ever known. The first trip to the Moon!

Will you succeed in piloting the red and white rocket through space and achieve a flawless landing ? Will you capture Colonel Boris, the traitor, who wants to make the expedition fail ? Will you be able to find the extinguishers to put out the fires, even while floating in zero-gravity (which ins't everybody's idea of fun) ? Will you succeed in finding and disarming the bombs and freeing your companions in order to get out of the rocket to make the first step on the Moon ? You will discover all this by playing "TINTIN ON THE MOON", the first computer game based on the comic books by Hergé...

Before Armstrong there was Tintin and... may be you !

Available on : **AMIGA, AMSTRAD, ATARI ST, SPECTRUM, C64, IBM PC.**

INFOGRAMES

Mitre House - Abbey Road - Enfield Middsx - EN 2 RQ - Tel. (01) 36.40.123

NO MERCY–NO SURRENDER

A NEW 3D DUO FROM LOGOTRON ENTERTAINMENT

BAD COMPANY...

You've fallen into Bad Company. In this place there are no good guys, just you, your sidekick and wave upon wave of insectoid enemies who have just one thing in mind - the total destruction of every human they set their nasty little bug eyes on. No quarter is asked and none is given, you know what to do - if it's alien, blast it!

Bad Company is programming legend Steve Bak's latest and greatest masterwork with scrolling of vanishing point perspective surfaces, the latest superfast 3D sprite techniques and featuring:

- Simultaneous two-player option
- Unique choice of weaponry, with fire power boosters
- Choice of eight different combat heroes
- Uncountable waves of sickening insectoid attack

ATARI ST & COMMODORE AMIGA
END NOVEMBER '89. PRICE £24.99

ATARI ST SCREEN SH

STAR-BLAZE...

StarBlaze is pure solid vector 3D Shoot 'em Up from the programmers that brought you 16 bit Elite! To qualify as a Tamsinian warrior in an intergalactic war of unparalled ferocity, you must prove your prowess by taking on scores of fiendish alien attack waves and live to tell the tale. How will you do it? With quick reactions and the fastest trigger finger on the planet !

StarBlaze is a game which draws upon the strongest features of the classic arcade titles to introduce a wholly original style of game to the arcade genre, featuring:

- Over a hundred different attack patterns
- Action-packed gameplay in stunning solid 3D
- Five colourful backdrops (forget boring starfields)
- Shield, smart bomb and extra power pickups

ATARI ST & COMMODORE AMIGA
END OCTOBER '89. PRICE £19.99

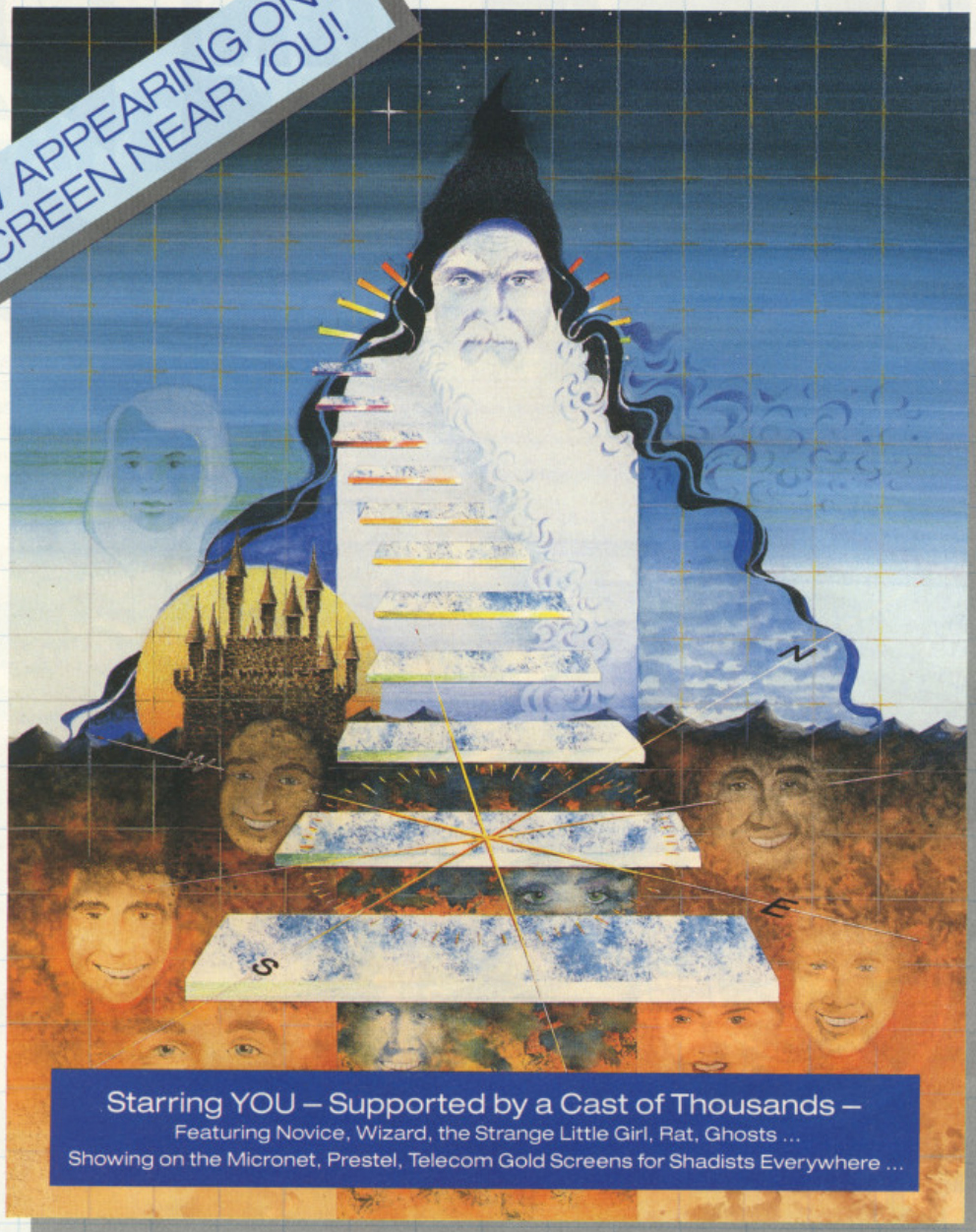
ATARI ST SCREEN SHOT

TM

LOGOTRON ENTERTAINMENT

CHANCERY HOUSE, 107 ST PAULS ROAD, LONDON N1 3

The Logotron name and mark are used under licence from Logotron Limited.



SHADES THE ULTIMATE ADVENTURE MULTI-USER GAME...

The game that's unique! Forever changing. Always different. Can YOU outwit the brains of real human opponents rather than a pre-programmed computer chip? Meet people. Make friends. Face and overcome adversity to rise through the ranks and wield power over the land.

But don't be fooled – all may not be as it seems!

SHADES is available to computer owners exclusively on Micronet, Prestel and Telecom Gold. For further information fill in the coupon or phone **free** on **0800 200 700.**

Return to: Dialcom Direct, Shades PO Box 1351, London NW2 7HZ

NAME _____ AGE _____

ADDRESS _____

MACHINE TYPE _____ TEL NO _____

Shades

ACE 1

Again Again, and the Again Again logo are trademarks of Tiger Developments (Ent.) Ltd.

AUSTRALIAN RULES FOOTBALL

AMIGA	£19.99
ATARI ST	£19.99
SPECTRUM	£9.99
AMSTRAD	£9.99
C64	£9.99
C64 DISC	£14.99

Units 3-7
Baileygate
Industrial Estate,
Pontefract,
West Yorkshire
WF8 2LN.
Telex: 557994
RR DIST G
Fax: (0977) 790243.

AGAIN AGAIN

All rights reserved.
Made in UK.

Nows your chance to take part in the world's most aggressive sport.

Teams from New South Wales, Queensland, Victoria and South Australia fight their way, in TWO completely separate games, to the top of the tough AUSSIE leagues.

Battle it out in the O.A.L. (OUTBACK AMATEUR LEAGUE) or flip the cassette over where more teams compete over an even tougher season to climb to the top of the V.F.L. (VICTORIAN FOOTBALL LEAGUE) to win the VICTORIA CUP.

AUSTRALIAN RULES FOOTBALL ORDER FORM

Please fill in your name and address details along with the format and quantity you require.

NAME _____

ADDRESS _____

FORMAT _____

QUANTITY _____

All orders will be despatched on day of release.

You can order direct by sending the order form along with a cheque or postal order made payable to: TIGER DEVELOPMENTS (ENT.) LTD. to Tiger developments, Units 3-7, Baileygate Industrial Estate, Pontefract, West Yorkshire WF8 2LN.

THE OUTER LIMITS

PAT WINSTANLEY PRESENTS HER FIRST FANTASY/ADVENTURE COLUMN

SCAPEGHOST

The last LEVEL 9 adventure...Good riddance, or sad farewell?

This is the last text/graphics adventure planned by Level 9 before they set to work with RPGs and their HUGE system (see page 19 of this issue) and as a swan song its not at all bad. How many times have you played the part of a ghost, barely able to lift a piece of thistledown, never mind tackle a hardened criminal? To succeed in *Scapeghost* you must forget about brute force and rely instead on your wits.

Infiltrating a drugs gang has its hazards as you, policeman Alan Chance, have discovered. Someone or something alerted the gang and as a result they rubbed you out, escaping with your colleague Sarah as a hostage. Unfortunately, this heroic self-sacrifice doesn't seem to have gone down well with the Force, on the contrary, they seem to believe that you were in with the gang and have branded you a traitor – this you discover when you materialise, as a ghost, watching your own funeral. You now have only three nights to clear your name and gain revenge.

Level 9 put their character handler to work for the last time...with spooks.

Marvel at the graphics, despair at the sight of the last Level 9 adventure...

After the mourners have left your first task is to build up your strength while persuading your neighbours in this des-res to help you in your task. However the other ghosts are rather a surly lot – well, wouldn't you be if you'd spent the last few years in a damp, dark cemetery? – so you'll need to discover what makes them tick and cheer up their gloomy lives before they'll be of much use. This 'do-goody' scenario seems to be a typical Level 9 hallmark nowadays, after Ingrid's attempts at 'cheering people up' in previous games

Without giving away too much of the plot, the game is split into three sections, one for each night. The first night is spent developing your ghostly powers and working out a way to foil the gang's criminal plans. On the second night you must attempt to alert the police as to the present whereabouts of the criminals, while the third night is spent rescuing Sarah and preventing the gang from destroying the evidence.

Presentation is up to the normal Level 9 standards with atmospherically detailed graphics (which can be moved up and down the screen or switched off altogether if you prefer) complementing good descriptive text descriptions and a fairly comprehensive parser.

Responses are nicely creepy at times and occasionally the game presents you with exruciating puns on the ghostly theme. I found that these little asides did much to dispell the scarier implications of the plot without detracting from the atmosphere too much. It is, however, open to question just how horrific a game can be anyway – see the horror article this month on page 35. If the man who plays Freddy Krueger thinks games can't cut the mustard in a suitably gory fashion then who am I to disagree? On the other hand, I can't help feeling that he never played *Lurking Horror*...

If you're used to object oriented adventures you'll find *Scapeghost* quite a challenge. Lateral thinking is definitely required to complete the game and the satisfaction of working out the answer to some of the puzzles is equivalent to that gained from the solving of entire games with more conventional plots.

What a shame there won't be any more text adventures from the software house which has given so much pleasure over the years. Scapeghost definitely marks the end of an era; let's hope the HUGE games are an adequate replacement.

Definitely a sad farewell this, and no good riddance. Perhaps nostalgia will one day persuade Level 9 to give us another adventure.

LANDSCAPE 70
Not a tremendous number of locations, but what there are are well described.

ENCOUNTERS.....85
Great fun conversing with your fellow ghosts – and mortals.

CHALLENGE.....85
Get your thinking cap on for this one – it's not easy.

SYSTEM 85
All the features you'd expect such as a comprehensive parser, ramsave/load, oops etc.

ACE RATING
885

Don't let the scenario put you off. *Scapeghost* is spine wriggling rather than spine chilling. A great challenge and lots of kick- yourself puzzle solutions.

KAYDEN GARTH

Geman fantasy from EAS GOLD SELECTION.

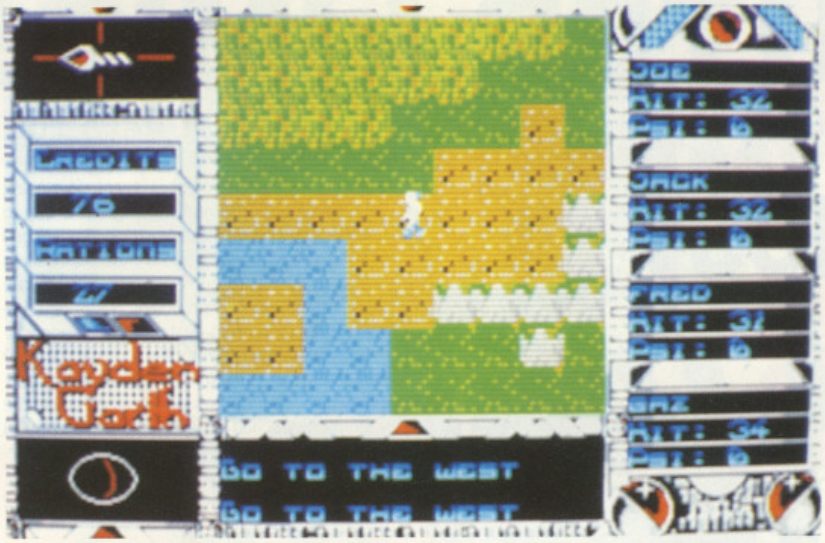
Funny how whenever a style of game becomes popular we see folks with little appreciation of the niceties of the genre jumping on the bandwagon. *Kayden Garth* is a case in point.

According to the press release this is a highly complex dragons and dungeons game with numerous traps and opponents to make your task difficult. Quite why it was felt necessary to add opponents and traps to the game is beyond me as the operating system itself contains enough traps and misleading information to satisfy the most hardened masochist – and that's before you even start to play.

Kayden Garth is a detention planet in the year 2465 where the prisoners have rebelled. You are the commander of a reconnaissance unit sent to the planet to shed light on occurrences there and put down the rebellion.

The game is a fairly standard RPG with an overhead view of outdoor locations and 3D for dungeons. The four characters for your party can be chosen from eight races/professions. Statistics can be re-rolled to your taste before saving your party to disk – the original game disk! In fact a spare disk can be used for saves, but nothing in the documentation signifies this. The only thing that stopped me wiping out the pre-supplied party was my habit of write-protecting all original discs.

This is not the only instance where error trapping is either inadequate or non-existent. The manual supplied gives a list of keys for the C64 and a short warning not to press the



***Kayden Garth* on the ST. How is it that RPG games like this so often fail to impress? There have been dozens of releases, but only a handful are worth playing. Stick to *Ultima*, that's my advice...**

wrong key as this could load an old score and wipe out progress to date. Fine, but the ST uses some rather different keystrokes (discovered by expensive trial and error) and again the load/save routines are not error trapped. It should not be necessary to have to constantly use the physical write-protect instead of an "Are you sure?" type screen prompt.

Control of the game is probably the worst I have ever seen. Moving around on the overhead view landscape involves the square bracket keys for east/west, the minus key for south and believe it or not SHIFT/@ for north – great fun while attempting to run away from an approaching enemy. As usual the sprite representing your party is centered on the map but movement leaves much to be desired. Motion is very slow and jerky with no key repeat making journeys from A to B tedious and frustrating.

UNDERGROUND

Exploring underground has its little teasers too. Dungeons are shown in 3D perspective which gives absolutely no sense of movement if you happen to be in a long corridor with no visible exits – not even a flicker. You'll need to cast a spell to appreciate this though as the dungeons are unlit so the party requires a light source. Easier said than done, unfortunately. After equipping my party in the local town with several torches each I entered the dungeon, pressed L as instructed to use my lamp and...darkness, plus a message "You have no torch". Oh yes I have, I insisted, I've just paid hard credits for them. Only trouble is, there appears to be no command for inventory so I was unable to prove my point.

Combat brings up a display of your character and the opposing foe. There seems to be no way of adjusting marching order so weaker members are effectively in the front line. Nor is there any way of controlling which member of the party is attacking (and taking the foe's return of fire). Messages appear during the battle to say who has attacked who and what resulted eg. "Faranter shots (sic) at the alien but misses" or "Spell casted (sic)". Apparently the monsters don't just do the fighting, they wrote the screen messages as well.

Anyone who's played most of the overhead view RPG-influenced games (E.G. *Legend of*

LANDSCAPE 50
Pretty average presentation but close-ups of battles are nicely drawn with simple but effective animation.

ENCOUNTERS.....40
No control over which of your party is fighting in a particular round of battle.

CHALLENGE.....35
Plenty of exploration and combat – if you can be bothered to cope with the system.

SYSTEM 10
It only crashed on me twice!

ACE RATING
350

Perhaps the plot could have made a decent shoot-em-up but as an RPG it's a disaster.

NO PROBLEM!

We'll be showering you with hints and tips every month from now on. But why don't you stake a claim to fame by sending in some of your own? We'll print help on any fantasy, RPG, or adventure game on the market. Send them on a postcard to ACE No Problem, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Get to it!

BLOODWYCH

To obtain plentiful supplies of money and keys, select your champions but don't recruit them yet. First go through the hall recruiting each champion you don't want, relieve them of their supplies, remove them from the party (minus weapons) then kill them. Only when all the champions you don't want are dead should you recruit the others for your quest.

Use a Vitalise spell instead of food. Renew helps restore strength. The red spell Fireball is extremely useful in the early stages. Try the yellow Terror spell to stop monsters advancing on you.

When mapping, metal doors are set halfway along wall sections while wooden ones are at the ends.

Watch out for spinners in the maze! Use compass and dropped objects to navigate.

Locked doors give a clue as to the key required. Look at the colour of the top of the door locks.

Save before entering the Serpent tower – preferably on a spare disk! Once in you can't get out again unless you do the right thing which involves going up one side of

FANTASY FUTURES

US Gold are set to release several new adventures ranging from AD&D licences to an icon driven comedy thriller.

First on the list is *Maniac Mansion*, billed as the comedy thriller that dares to be different. Different?? Isn't this the *Maniac Mansion* we reviewed here in ACE many, many moons ago? Ah, well, er, yes...but due to the popularity of Sierra games and their look-alike competitors, USG have decided to put more muscle behind this Lucasfilm title. Actually, it does deserve attention, with over 50 rooms, all sorts of zany adversaries and five different stories with different ways to win. The control method is via text menu and you can control different animated characters against some very attrative backgrounds. Lots of fun if you're into American teen culture, it will be available for C64 D, Atari ST, Amiga and IBM/PC.

Pool of Radiance is finally being released for the ST, Amiga and Mac 'before Christmas', thoughtfully preceded by the follow up game *Hillsfar* which should be out as you read this.

Maniac Mansion

the tower, down again to the bottom, then back up the other side and out.

COLOUR OF MAGIC
You must eat the meat in part one to be able to kill the troll in part two.

DEJA VU II
You can get money by cheating in the casino (recognise the dealer?)

BLIZZARD PASS
To get through the window – get the snow. It will turn to slush in your hands. Put the slush in the cracks around the window – it will freeze and crack the rock and the window will fall away.

DUNGEON MASTER
Try to lure monsters to a doorway and close the door on top of them.

Examine walls for secret buttons – some are minute!

Practise casting spells and fighting. Even if you cast spells at thin air, throw objects ahead of you or fight walls or anything it counts as practise and helps to gain a level. Don't worry if a spell fails – it's still practise. Don't practise casting fireballs against walls!

WOLFMAN
To lift the flagstone at the top of the tower you need to turn into a wolfman by howling at the moon.

FRANKENSTEIN
To stop the boat from sinking 'plug leak with hemp'.

DRACULA
If you're attacked by birds, close the window.

If you're attacked by a dog, look around and give it the bone.

Blacksilver, *Questron II* etc) knows that most of them offer primitive gameplay but, in recompense, dish up adequate atmosphere and lasting interest. *Kayden*, unfortunately, doesn't. Only recommended for confirmed masochists.

Meanwhile, EAS have another title coming out. You can find out more about it in the Future Fantasy box at the bottom of this page.

Kayden Garth again – It's a pity the game isn't as good as the graphics.

SWORDS OF TWILIGHT

FREE FALL fantasy/RPG

On loading this new RPG from Free Fall my initial impression was of its resemblance to the Ultima series, with overhead views of the playing area and opportunities to converse with other characters. Further play maintained that impression. The other main resemblance is to Gauntlet style games where several characters move independently around the playing area.

The game concerns your quest to recover the Swords of Shambala and that's about the full extent of the plot as far as I can see. Instead of describing a complex scenario, the manual concentrates instead on promoting the multi-player aspect of the game. In fact this is the main thing that sets Swords of Twilight apart from run of the mill RPGs. Whereas normally you control each member of your party, this game offers the opportunity for up to three players to each control their own character, either co-operating or backstabbing each other. For solo play the computer controls the two spare characters and you can do little to direct their behaviour.

Around two thirds of the screen is taken up by four large boxes. Three of these each contain a head and shoulders view of a character together with a note of name and mood. The rest of the box is blank for the most part and is used for messages during the game such as "You tire" or menus which allow action selections during play. The fourth box is blank most of the time and used only during encounters when the NPC's name and mood are shown in a similar manner to the player characters.

All this character display leaves only the

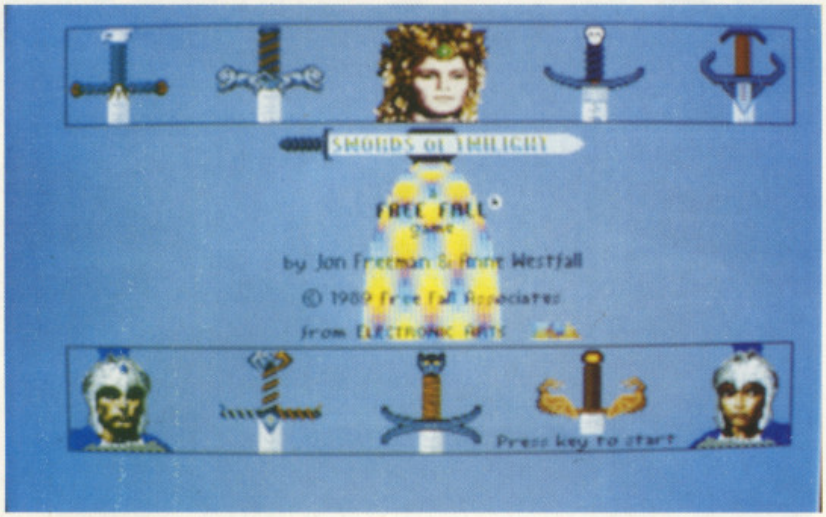
MORE DRAGONS
While the bookshops keep thrusting fat paperbacks under our noses by Weis and Hickman about dragons, twins, legends and so on, USG are soldiering on with the AD&D license and giving us, in the run up to Christmas, the next AD&D product *Dragons of Flame*.

Available on most formats *Dragons of Flame* is billed as an action game rather than role playing and the plot predictably continues the fight to save Krynn from the domination of Takhisis, the Queen of Darkness. Play involves the use of the Disks of Mishakal (recovered in the earlier games) to aid the companions on their quest to free the slaves of Pax Tharkis.

The AD&D contract has three years to run and SSI has a policy of producing five such games a year. Under development is *War of the Lance* which is the first AD&D computer wargame and will offer fully detailed tactical or quick combat options and allow you to engage in diplomacy, send parties of heroes on quests to discover magical items and ultimately conquer the enemy.

One noteworthy point about these games – several were produced by none other than Mike Woodroffe, who older readers may recall was one of the driving forces behind adventure software in the UK in the early '80s, starting such companies as Adventure International (who gave us the Scott Adams games) and Adventuresoft of *Gremlins* fame.

BUILD YOUR OWN COWBOY
This is certainly a step beyond Meccano. If you fancy being the star of your own wild west adventure watch out for *Far West*, also from E.A.S. (of *Kayden Garth* infamy) which combines elements of a role- playing game, a simulation and an arcade game. The aim is to survive and make money by creating your own cowboy, buying guns, food, beer etc, entering the wilderness by train or horse, and hunting bears or building yourself a gold mine. Amiga only (£19.99) due out now.



***Swords of Twilight* – shades of RPG, but the scenario is about as original as your average shoot-em-up.**

central third of the screen to show the playing area. The view while moving around the land and indoor locations is a standard overhead style. Each character marches around independently with simple animation to maintain the sense of movement. A nice touch here is that injured members of the party often lag behind the others with the animation speed slowing down to give the impression of a bad limp – very atmospheric.

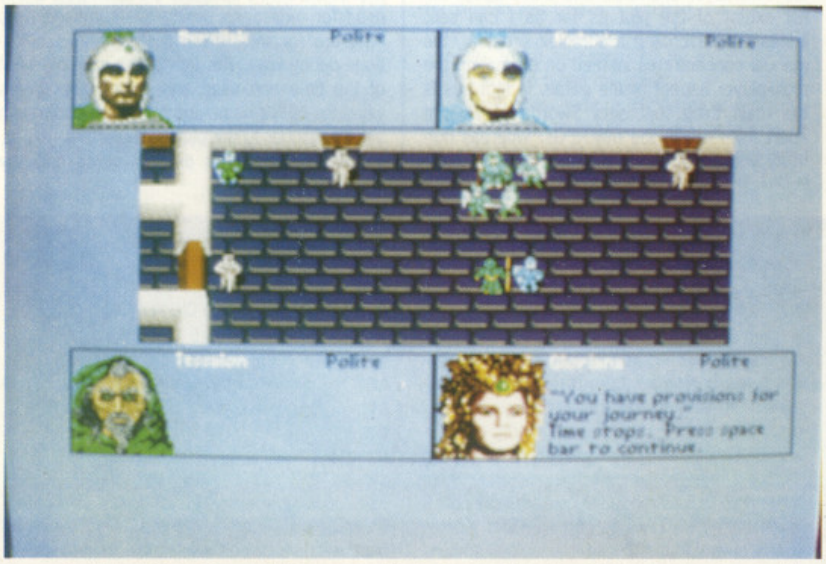
The game is set on a variety of different worlds – each having the same visual layout but with different inhabitants and magical qualities. Access between worlds is via gates leading to the Rainbow Road. Most of the gates are guarded by dragons who enjoy a natter with the party before allowing it to pass. Once on the Rainbow road you can choose to drop off at any of the other worlds – each identified by a colour coded gate.

Combat is carried out by placing your character adjacent to the enemy and facing it, then holding down the trigger (key or joystick button). The system is described as arcade style but this shouldn't put off those with slower reflexes as co-ordination is more important than speed.

There's a comprehensive magic system. Conjurers, witches, wizards, enchanters and sorcerers may be included in your party, each with their own batch of spells. Casting spells drains the character's energy, the degree determined by the complexity of the spell. The keyboard is used to prepare and cast spells and requires entry of either the mantra or elemental involved together with the name of the spell.

ALL TOGETHER NOW

What sets this game apart from many of the others around is the multi-player system. For three players to take part, two joysticks are needed. The other player uses the keyboard. The mouse cannot be used at all. Each player controls his character independently, but the party cannot split up too much and must always be within sight of each other on the playing area. A character attempting to move too far away from the others is simply blocked from moving until the the others catch up.



***Swords of Twilight* – the combat system is the best thing about it, but even that is likely to pall in time...**

During the multi player game each character has a variety of menu options which include talking, getting and dropping objects and shifting moods. Mood shifting is an important part of the game strategy. Characters can be hostile, wary, polite or friendly at will, each mood affecting the results of interaction with NPCs. Thus hostility towards a potentially friendly character will reduce the chances of eliciting useful information, while being friendly to a hostile ogre is likely to have fatal effects. In the solo game the computer controlled characters tend to follow the lead of the player's character as to mood – but not always!

Movement of computer controlled characters in the solo game can be fraught with difficulties, especially if the player character is a magic user 'leading' fighters from the back. Left to themselves the other members of your party are likely to bang their heads against a wall adjacent to the door you have just passed through, or take off on their own account to attack the monster you had just decided to run away from. Careful leadership is a must and adds considerably to the enjoyment of the game.

After several hours of sustained play, becoming impatient with the general lack of originality in presentation and plot, my interest in continuing was saved by a gradual appreciation of the tactical nature of encounters. This is a game that grows on you gradually. When the time came to break off play to write this review I was definitely reluctant. Hopefully I'll have the chance to tackle *Swords of Twilight* in greater depth in the future.

LANDSCAPE 45
Generally unimpressive and run of the mill, but saved from oblivion by character animation while injured.

ENCOUNTERS.....75
Combat is simple and effective but conversation, while essential, requires patience and thought.

CHALLENGE.....85
Definitely a thinker's game. The strategic possibilities compensate for lack of action.

SYSTEM 60
Pity about the mouse – not everyone can muster a second joystick – especially adventurers.

ACE RATING
750

Takes some patience to get started but there's to be a good game in there with persistence.

MINI TIP

PERSONAL NIGHTMARE
Getting started – wait around in the bar of the Dog and Duck. After a while Mr Roberts, the registrar will arrive. He takes off his jacket and hangs it up. Keep waiting and you'll see Susan Blandford arrive, then after a while Jimmy Blandford leaves. Shortly, a screech of brakes is heard from outside. Now timing is important. As soon as Mr Roberts leaves the pub look in his jacket and get the key. Immediately leave the pub and you'll see Jimmy Blandford lying in the road. Examine his body before Susan arrives – you'll find a roll of film, the key to Ivy Cottage and a broken num-

DARK CENTURY

Six fully programmable armoured assault vehicles to control in your mission to destroy. One or two player mode. Split screen simultaneous action. Stunning gameplay using full 3D RAY - TRACED graphics

TITUS™

UNIT 4 STANNETS LAINDON NORTH TRADE CENTRE BASILDON ESSEX SS15 6 DJ
PHONE : (0268) 541 126

THE WORLD 'S FIRST ARCADE GAME USING RAY-TRACING !!

© TITUS 1989. DARK CENTURY, TITUS AND THE TITUS LOGO ARE REGISTRED TRADEMARKS OF TITUS LTD.

ADVENTURE ORGANISATIONS

Stuck? Need help? Need friends? Here's the latest on the adventure get-together scene...

DIAL-A-TIP

Having operated both write-in and phone-in helplines for several years and therefore understanding the effort involved, I was intrigued to hear of a new adventure helpline set up by Jackie Wright under the name Guiding Light. What makes this line different is the use of one of those famous 0898 numbers which the national press features regularly on behalf of recipients of large bills.

Guiding Light's policy, however, is not that of maximum gain but of fair reward for the time and effort involved in manning the line. To this end they positively discourage youngsters in particular from staying on the line any longer than is absolutely necessary.

With access to a wealth of hints and tips (some of which grace this month's column – thank you) together with knowledgeable adventurers on-line, Guiding Light are able to help with most games on all formats. The lines are open 7 days a week (noon to 8.00pm) and calls are charged at 25p per minute cheap rate and 38p per minute at all other times. The number to call is 0898 338 933.

INTERACTION

New to the scene of adventure clubs is Inter-Action. For £15 you receive 6 bi-monthly dossiers of at least 50 pages featuring reviews of the latest avdentures, RPGs and strategy games, previews, gossip, hints, maps, letters, articles etc. Also included in the price is access to a telephone helpline open ten hours a week. More details from Inter-Action, The Cottage, Ashford Carbonell, Ludlow, Shropshire, SY8 4DB.

SSA

Budding and established software authors, artists, designers and musicians may be interested in The Society of Software Authors. SSA is a collection of people with similar interests sharing knowledge and protecting their interests as a group. The aim is to ensure that the relationship between publishers and authors is fair and professional and that the authors' interests are protected in the long term. Membership offers pracTical advice and representation on industry issues such as copyright, contracts and pay. Full members (already published authors) pay £150 while associate members (still trying) may join for £50. More details from The Society of Software Authors, 6 Callow Croft, Burbage, Wiltshire, SN8 3TB.

HALA

Remember Sonia Griffiths who has been running HALA (The Hints Archive for Lost Adventurers) for over four years now? HALA is a totally free helpline operating a barter system. Help is provided on any adventure in exchange for an SAE and some tips of your own. Over the last year Sonia has had to wind down the activities of the club due to other commitments but is now set to help the world again. A new feature is a free telephone helpline 10.00am to 11.00pm Mon-Sat which can be reached on 0482-654036. The address is 38 Bellfield Drive, Willerby, East Yorks, HU10 6HQ. A last word from Sonia... "I'm still the only free club in England and proud of it."

SYNTAX

ST owners who fancy a stock of reviews, solutions and hints on disc could do worse than SynTax disc magazine. Published by Sue Medley and John Barnsley, each disc is crammed with adventure information. Issues are bi-monthly and details of price etc can be obtained by sending an SAE to Sue Medley, 9 Warwick Rd, Sidcup, Kent, DA14 6LJ.

A similar publication but this time on paper and catering for all computer formats is Spellbreaker. This is a monthly magazine which also includes maps and costs £1.25. For further details contact Mike Brailsford, 19 Napier Place, South Parks, Glenrothes, Fife, KY6 1DX

PROBE

For general adventure chat, tips, solutions and other related topics the long established Adventure Probe gives an excellent monthly read covering all machines. Sample copies are available for £1.25 from Adventure Probe, 24 Maes Y Cwm, Llandudno, Gwynedd, LL30 1JE

SCAPEGHOST COMPO!

It's the end of an era. Level 9, the adventure company started by the Austin family, have been responsible for inspiring and maintaining the British adventure market since their first game, *Collossal Adventure* hit the shelves over six years ago. For several years after that, they retained an undisputed number one slot with a succession of highly imaginitive and technically superior text adventures.

Scapeghost is their last true adventure title. In common with their later releases it includes fabulous graphics (hand digitised, as opposed to the early style of line-drawn L9 pics) and of course the parsing and character handling systems the company are famous for.

However, what has always made Level 9 games successful has been the eccentric originality of their game designs and the technical excellence of their products. Now they're developing a new range using their more advanced graphics programming system – so maybe this isn't the end of an era, but the beginning of a new one.

***Scapeghost* – five copies waiting for five clever readers...**

Whichever way you look at it, we're determined to celebrate, and Level 9 have got five copies of *Scapeghost* to give away. All you have to do is send us, on a postcard, the correct answers to the following two questions:

1. What was the first Level 9 game to feature graphics?
2. Which Level 9 adventure was modelled on the original mainframe adventure game programmed by Crowther and Woods?

The prizes go to the first five correct answers drawn out of the hat on 7th December 1989 – so get your entries in pronto on a postcard to ACE Level 9, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

520ST-FM SUPER PACK

The Atari Super Pack is ideal for you if you want to get off to a flying start with the best in entertainment software. The Pack includes a 520ST-FM with 1Mb RAM, a built-in 1Mb disk drive, over £450 of top games and a joystick. If you buy the Super Pack at Silica Shop, we will add our own ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for details.

£399 INCLUDING VAT

1Mb DISK DRIVE £450 OF SOFTWARE

ARCADE GAMES

Arkanoid II	Imagine	£19.95
Beyond The Ice Palace	Elite	£19.95
Black Lamp	Firebird	£19.95
Buggy Boy	Elite	£19.95
Chopper X	Mastertronic	£9.99
Ikari Warriors	Elite	£14.95
Marble Madness	Electronic Arts	£24.95
Quadralien	Logotron	£19.95
Ranarama	Hewson Consultants	£19.95
Return To Genesis	Firebird	£19.95
Roadwars	Melbourne House	£19.95
Starquake	Mandarin	£19.95
Test Drive	Electronic Arts	£24.95
Thrust	Firebird	£9.95
Thundercats	Elite	£19.95
Wizball	Ocean	£19.95
Xenon	Melbourne House	£19.95
Zynaps	Hewson Consultants	£19.99

SPORTS SIMULATIONS

Eddie Edwards Super Ski	Elite	£19.95
Seconds Out	Tynesoft	£19.95
Summer Olympiad '88	Tynesoft	£19.95

PRODUCTIVITY SOFTWARE

Organiser	Triangle Publishing	£49.95

JOYSTICK

Atari CX40 Joystick	Atari Corp	£4.99

FREE ATARI BUNDLE VALUE: £458.97

With SM124 mono monitor: £498 INC VAT With SC1224 colour monitor: £698 INC VAT

ATARI ST

ST COMPUTERS

The range of Atari ST computers offers something for everyone. From the games enthusiast who wants the challenge of the very best in arcade action, to the businessman who wants to make financial forecasts or faultless presentations. The ST offers high quality graphics, sound and speed for the gamer, whilst providing a fast, user friendly and affordable solution to business. The ST is now firmly established in the home environment and boasts a wealth of users in education, local government, television, and a variety of different businesses. Software for the range stretches to cover applications as diverse as ENTERTAINMENT, ACCOUNTS, ART, COMMUNICATIONS, COMPUTER AIDED DESIGN, DATABASES, DESKTOP PUBLISHING, EDUCATION, MUSIC, PROGRAMMING, SPREADSHEETS, WORD PROCESSING and more. For a full list of the software available, as well as details of the ST range, complete and return the coupon below.

All prices correct at the time of going to press. E&OE.

520ST-FM EXPLORER PACK

WITH BUILT-IN 1Mb DISK DRIVE

The value for money offered by the Atari ST range is reflected in the Explorer Pack featuring the 520ST-FM computer with 512K RAM. The 520ST-FM computer now comes with a built-in 1 Mb double sided disk drive as well as a free mouse controller and a built-in TV modulator. The new 520ST-FM Explorer Pack includes the 520ST-FM computer, the arcade game Ranarama, a tutorial program and some useful desktop accessories. In addition, if you buy the Explorer Pack from Silica, we will give you the Silica ST Starter Kit worth over £200, FREE OF CHARGE. Return the coupon for details of our Starter Kit and of the full ST range.

£260

ONLY £2.51 PER WEEK RETURN COUPON FOR DETAILS

+VAT= £299

+ SM124 mono monitor: £398 INC VAT + SC1224 colour monitor: £598 INC VAT

1040ST-FM PROFESSIONAL PACK

NOW WITH TV MODULATOR

For the serious home user and the small business, we are pleased to announce a new package based around the 1040ST-FM. The 1040ST-FM has 1Mbyte RAM and a 1Mbyte built-in disk drive. In addition, the 1040ST-FM now comes with a TV modulator built-in. (The previously available 1040ST-F was designed for use with a monitor only and did not come with a modulator.) This modulator allows the 1040ST-F to be plugged directly into any domestic TV set, and comes complete with a lead to allow you to do so. The new 'Professional Pack' from Silica includes the new 1040ST-FM with modulator plus four high quality software packages including a spreadsheet, database, word processor and programming language. This 'Professional Pack' software will enable you to get straight down to business with your new computer. In addition to this software (worth £384.84), if you buy the Professional Pack from Silica Shop, you will also receive the Silica ST Starter Kit (worth over £200), Free Of Charge. Return the coupon for further information.

£499 INCLUDING VAT

With SM124 mono monitor: £598 INC VAT
With SC1224 colour monitor: £798 INC VAT

ATARI 1040ST-FM	(Computer)	£499.99
VIP PROFESSIONAL	(Spreadsheet)	£149.95
MICROSOFT WRITE	(Word Processor)	£149.95
SUPERBASE PERSONAL	(Database)	£59.95
BASIC DISK & MANUAL	(Language)	£24.98

NORMAL RRP: £884.82
LESS DISCOUNT: -£385.82
PROFESSIONAL PACK PRICE: £499.00

2Mb & 4Mb MEGA ST

The MEGA ST computers are styled as as lightweight keyboard with a separate CPU, connected by a coiled telephone style cable. There are two versions of the MEGA ST, one with 2Mbytes of RAM and the other with 4Mbytes. Each version has a 1Mbyte double sided disk drive built-in to the CPU unit. The MEGA ST's do not come with modulator built-in and must therefore be used with a monitor. With every MEGA ST purchased, we will add the 'Professional Pack' software (worth £384.83) detailed above, plus the Silica ST Starter Kit (worth over £200) both Free Of Charge. Return the coupon for further details.

2Mb MEGA ST £899 INC VAT
+ mono monitor = £998
+ colour monitor = £1198

4Mb MEGA ST £1199 INC VAT
+ mono monitor = £1298
+ colour monitor = £1498

WHY SILICA SHOP?

Before you decide when to buy your new Atari ST computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer and expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Atari ST related products in the UK, a full time Atari ST specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years with an annual turnover in excess of £8 million and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. But don't just take our word for it. Complete and return the coupon below for our latest literature and begin to experience the Silica Shop specialist Atari service.

SILICA STARTER KIT: Worth over £200, FREE with every Atari ST computer bought from Silica.

PROFESSIONAL PACK: Free business software with 1040ST-FM and MEGA ST's bought from Silica.

DEDICATED SERVICING: 7 full-time Atari trained staff with years of experience on Atari servicing.

THE FULL STOCK RANGE: All of your Atari requirements from one place.

AFTER SALES SUPPORT: The staff at Silica are dedicated to help you get the best from your ST.

FREE CATALOGUES: Mailed direct to your home as soon as we print them, featuring offers as well as all of the new releases.

FREE OVERNIGHT DELIVERY: On all hardware orders shipped within the UK mainland.

PRICE MATCH PROMISE: We will match competitors on a 'same product same price' basis.

FREE TECHNICAL HELPLINE: Full time team of Atari technical experts always at your service.

DTP PageStream £149 +VAT =£171.35

Desktop Publishing (DTP) is one of the fastest growing applications for personal computers. We are pleased to announce a powerful low cost package for the Atari ST called PageStream. PageStream costs only £149 (+VAT=£171.35) and, because it works with an Atari 1040ST and a Seikosha SP-180AI printer, you can be up and running with a complete system for less than £1000. Some of the features of PageStream are listed to the right. If you would like further information on this program, complete and return the coupon below, ticking the 'DTP' box in the corner.

- TEXT-FLOW AROUND GRAPHICS
- ROTATION OF TEXT & GRAPHICS
- SLANT OR TWIST ANY OBJECT
- POSTSCRIPT COMPATIBLE
- TAG FUNCTION
- AUTO/MANUAL KERNING & HYPHENATION
- GROUPING OF OBJECTS

FREE SILICA STARTER KIT WORTH OVER £200

WITH EVERY ST - RETURN COUPON FOR DETAILS

ALL PRICES QUOTED INCLUDE FREE UK DELIVERY

DO YOU OWN AN ATARI ST?

If you already own an Atari ST computer and would like to be registered on our mailing list as an ST user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist ST service that is second to none.

SILICA SHOP:

SIDCUP (& Mail Order) 01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
OPEN: MON-SAT 9am - 5.30pm ***LATE NIGHT:*** *FRIDAY 9am - 7pm*

LONDON 01-580 4000
52 Tottenham Court Road, London, W1P 0BA
OPEN: MON-SAT 9.30am - 6.00pm ***LATE NIGHT:*** *NONE*

LONDON 01-629 1234 ext 3914
Selfridges (1st floor), Oxford Street, London, W1A 1AB
OPEN: MON-SAT 9am - 6.00pm ***LATE NIGHT:*** *THURSDAY 9am - 8pm*

To: Silica Ltd, Dept ACE 1189, 1 – 4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX.

PLEASE SEND FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

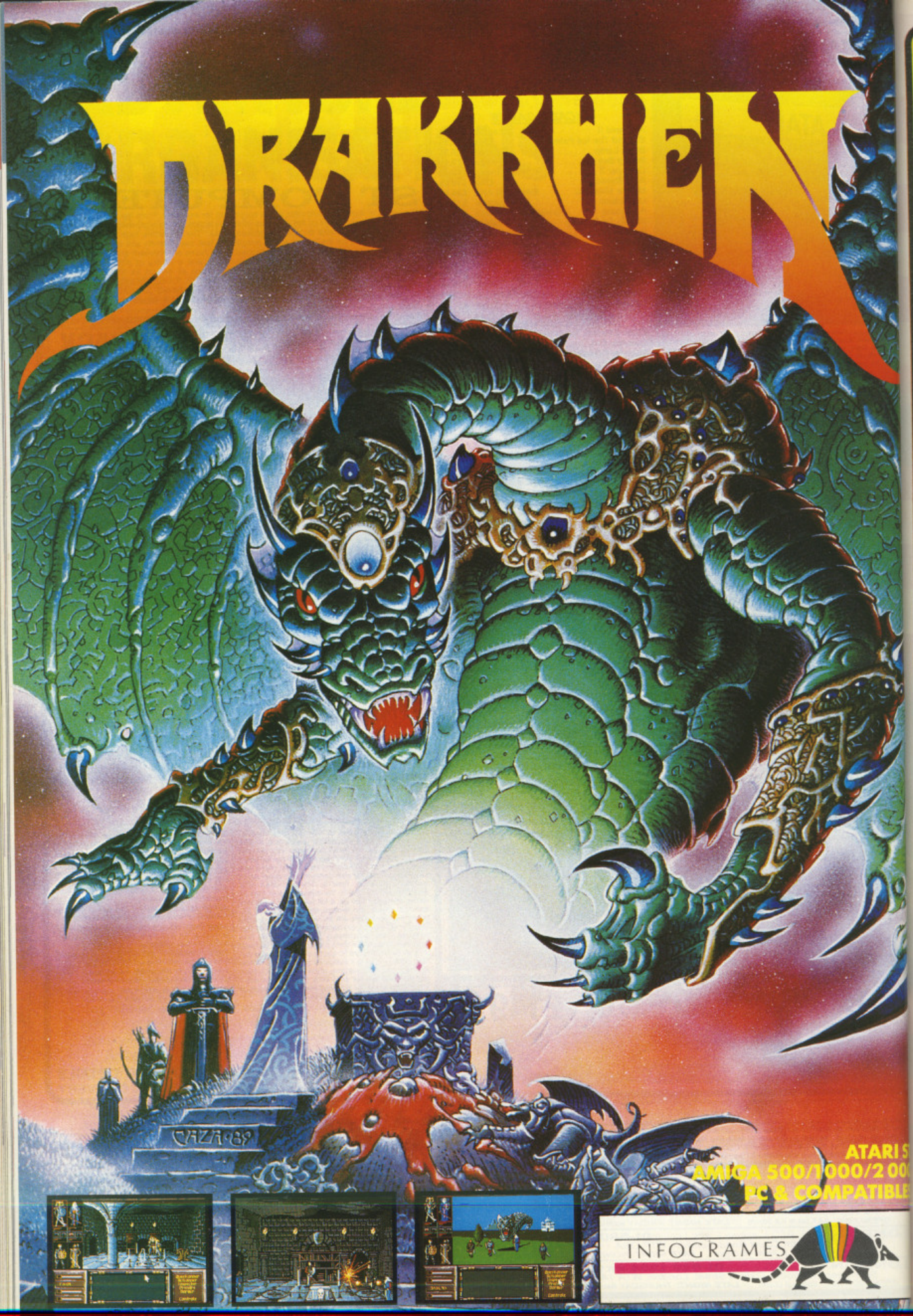
Address: .....

.....

.....

..... Postcode: .....

Do you already own a computer
If so, which one do you own? ..... DTP ☐


DRAKKHEN
CAZA·89
ATARI S
AMIGA 500/1000/2 00
PC & COMPATIBLE
INFOGRAMES

FREE! TENSTAR PACK WORTH OVER £229!

FREE! - AMEGAS - by Players

FREE! - INSANITY FIGHT - by Microdeal

FREE! - ART OF CHESS - by SPA

FREE! - MERCENARY COMP - by Novagen

FREE! - BARBARIAN, ULT WARRIOR - by Palace

FREE! - TERRORPODS - by Psygnosis

FREE! - BUGGY BOY - by Elite

FREE! - THUNDERCATS - by Elite

FREE! - IKARI WARRIORS - by Elite

FREE! - WIZBALL - by Ocean

Commodore AMIGA

£346.95 +VAT= £399

INCLUDES FREE UK DELIVERY

The Amiga 500 is one of a new breed of technologically advanced computers, which are now emerging as the new standard for home computing, based around the new Motorola 68000 chip. The A500 has 512K RAM and a 1Mbyte double sided disk drive built-in. It can be connected directly to a wide range of monitors, or to a domestic TV set through a TV modulator. Designed with the user in mind, the A500 features a user friendly WIMP environment and comes supplied with a free mouse. And, when you buy your Amiga from Silica Shop, the UK's No1 Amiga specialists, you will experience an after sales service that is second to none, including a technical support helpline and free newsletters and price lists. Return the coupon below for our current information pack, which will give details of the Silica service and the very latest Silica Amiga offers. E&OE

WHY SILICA SHOP?

Before you decide when to buy your new Commodore Amiga computer, we suggest you consider very carefully WHERE you buy it. There are MANY companies who can offer you a computer, a few peripherals and the top ten selling titles. There are FEWER companies who can offer a wide range of products for your computer as well as expert advice and help when you need it. There is ONLY ONE company who can provide the largest range of Amiga related products in the UK, a full time Amiga specialist technical helpline and in-depth after sales support, including free newsletters and brochures delivered to your door for as long as you require after you purchase your computer. That one company is Silica Shop. We have been established in the home computer field for ten years and can now claim to meet our customers requirements with an accuracy and understanding which is second to none. Here are just some of the things we can offer you:

THE FULL STOCK RANGE: The largest range of Amiga related peripherals, accessories, books and software in the UK.

AFTER SALES SUPPORT: The staff at Silica Shop are dedicated to help you to get the best from your Amiga.

FREE NEWSLETTERS: Mailed direct to your home as soon as we print them, featuring offers and latest releases.

FREE OVERNIGHT DELIVERY: On all hardware orders shipped to Silica Shop customers within the UK mainland.

PRICE MATCH PROMISE: We will normally match our competitors offers on a 'same product same price' basis.

FREE TECHNICAL HELPLINE: Full time team of Amiga technical experts to help you with your technical queries.

But don't just take our word for it. Complete and return the coupon below for our latest Amiga literature and begin to experience the Silica Shop specialist Amiga service.

PHOTON PAINT PACK

A500 Computer	£399.99
TV Modulator	£24.99
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£724.43
LESS DISCOUNT:	£325.43
PACK PRICE INC VAT:	£399

1084S MONITOR PACK

A500 Computer	£399.99
1084S Colour Monitor	£299.99
Photon Paint	£69.95
TenStar Pack	£229.50
TOTAL RRP:	£999.43
LESS DISCOUNT:	£350.43
PACK PRICE INC VAT:	£649

FREE FROM SILICA

When you buy the Amiga 500 from Silica Shop, you will not only get a high power, value for money computer, we will also give you some spectacular free gifts. First of all, we are now including a TV modulator with every A500 stand alone keyboard, so you can plug your Amiga straight into your TV at home (the modulator is not included with the A500+A1084S pack as it is not required for use with monitors). Secondly, we have added a free copy of Photon Paint, an advanced graphics package with an RRP of £69.95. Last (and by no means least!), so that you can be up and running straight away, we are giving away the sensational TENSTAR GAMES PACK with every A500 purchased at Silica Shop. This pack features ten top Amiga titles which have a combined RRP of nearly £230! Return the coupon for details.

FREE TENSTAR PACK

When you buy your Amiga 500 from Silica Shop, we want to make sure you get the best deal possible. That is why we are giving away the TENSTAR GAMES PACK worth nearly £230, absolutely FREE with every A500 purchased from us. The TenStar Games Pack includes ten titles for the A500, each individually packaged in its own casing with instructions.

Amegas	£14.95
Art Of Chess	£24.95
Barbarian, Ult Warrior	£19.95
Buggy Boy	£24.95
Ikari Warriors	£24.95
Insanity Fight	£24.95
Mercenary Comp	£19.95
Terrorpods	£24.95
Thundercats	£24.95
Wizball	£24.95
	£229.50

TOTAL RRP: £229.50 INC VAT

DO YOU OWN AN AMIGA?

If you already own an Amiga computer and would like to be registered on our mailing list as an Amiga user, let us know. We will be pleased to send you copies of our price lists and newsletters FREE OF CHARGE as they become available. Complete the coupon and return it to our Sidcup branch and begin experiencing a specialist Amiga service that is second to none.

SILICA SHOP:

SIDCUP (& Mail Order) 01-309 1111
1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
OPEN: MON-SAT 9am - 5.30pm LATE NIGHT: FRIDAY 9am - 7pm

LONDON 01-580 4000
52 Tottenham Court Road, London, W1P 0BA
OPEN: MON-SAT 9.30am - 6.00pm LATE NIGHT: NONE

LONDON 01-629 1234 ext 3914
Selfridges (1st floor), Oxford Street, London, W1A 1AB
OPEN: MON-SAT 9am - 6.00pm LATE NIGHT: THURSDAY 9am - 8pm

To: Silica Ltd, Dept ACE 1189, 1 – 4 The Mews, Hatherley Road, Sidcup, Kent DA14 4DX

PLEASE SEND ME FREE LITERATURE ON THE AMIGA

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode:

Do you already own a computer
If so, which one do you own?

FREE! HOLOGRAM AND GINORMOUS POSTERMAG PLUS BONUS HOLOGRAM BOOKLET

UK's BEST SELLING COMPUTER MAG!
OCTOBER NO 95
DM 7.00 SP $7.20 3.50PTA HFL 6.75
£1.20

WORLD EXCLUSIVE!
BATMAN GAME REVIEWED!

COMPUTER +video GAMES

OUT NOW

EXCLUSIVE! BOMBER! FINEST SIMULATION EVER?

EXCLUSIVE! MYTH 16 BIT QUALITY ON 8 BIT!

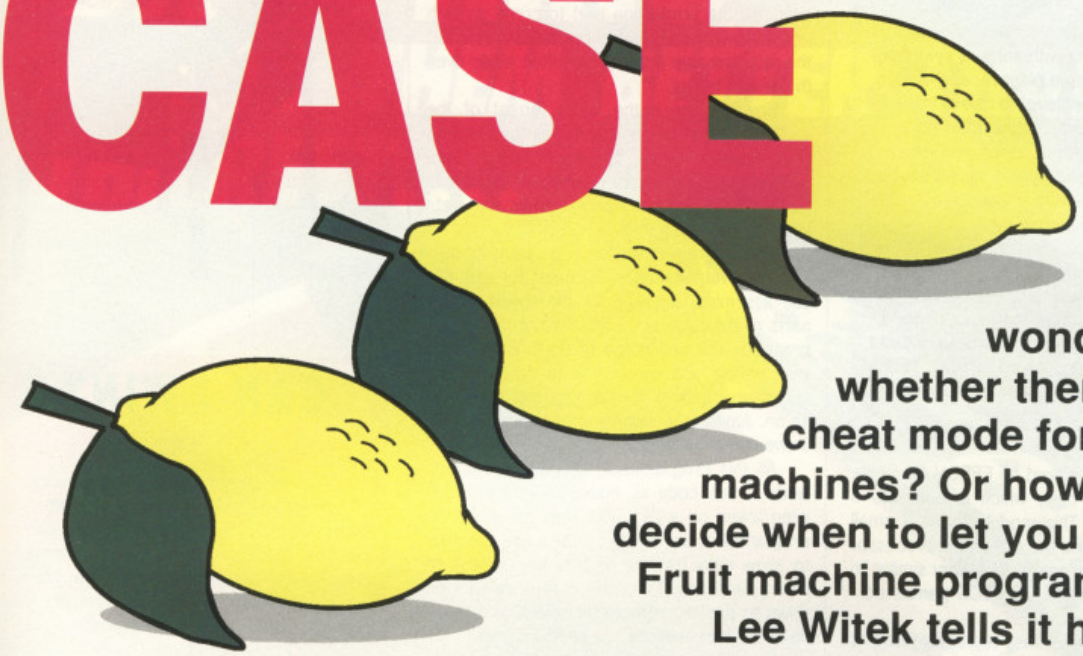
FREE INCREDIBLE HOLOGRAM!

FIRST EVER HOLOGRAPHIC GAME PREVIEW! HOLD IT UP TO THE LIGHT AND WATCH IT MOVE!!

SOME JOKER'S WALKED OFF WITH YOUR AMAZING HOLOGRAM. TELL YOUR NEWSAGENT IMMEDIATELY.

FREE INSIDE!!!
UNBELIEVABLE MEAN MACHINES MEGAMAG!
EXCLUSIVE PICTURES OF AMAZING NEW PC ENGINE AND SEGA GAMES
PLUS THE MAG FOLDS OUT INTO A MASSIVE BOMBER POSTER!
ALSO FREE INSIDE! EXTRA SPECIAL HOLO-HOLDER!
THE BEST WAY TO DISPLAY YOUR HOLOPREVIEWS!

FRUIT CASE



Ever wondered whether there's a cheat mode for fruit machines? Or how they decide when to let you win? Fruit machine programmer Lee Witek tells it how it is...and it's tough....

A LONG TIME ago, before computers controlled practically everything you can mention, from washing machines to nuclear reactors, fruit machines were simple electro-mechanical affairs where you stuck your tuppence in the slot, pulled out the handle, the reels spun, and more often than not you lost. When the handle was pulled springs would spin the reels, which had a series of encoding holed around them. At the moment the reels stopped, a light would be shone through these holes and if it made it through all the reels onto an array of photocells then the coin mechanism was activated and you won lots of lovely cash. Winning amounts were decided depending on which photo-cells are activated by the light falling through the encoding holes.

Fruit machines in those days were (and still mostly are) only superficially a game of chance. In fact, the machine controls absolutely everything and the player's role is limited to pressing buttons and clinging to a naive belief that 'chance' may favour him. One thing you can be sure of, of course, is that the machine will make a profit, since this is what it's there for.

Things haven't changed much, except for the fact that nowadays fruit machines are awesomely complex beasts. Modern AWP's (Amusement With Prizes – have you been reading your ACE Arcades Jargon column?) boast a vast array of gimmicks, whistles, and bells to attract the punter into parting with his hard-earned cash.

INSIDE THE FRUIT CASE

In order to manage the workings of a game, there is a computer (they get everywhere) sitting at the heart of the machine. This controls everything from the spinning of the reels to paying out the money if and when you win.

Two of the biggest fruit machine manufacturers, Bell and Barcrest, both use a similar setup to control their machines. This consists of a small micro-processor system with a 6809 as its CPU. If you ever owned a Dragon 32 micro, you'll be familiar with this little beast. It's a fairly fast 8-bit processor and a predecessor of the current 68000 series used in the ST and the Amiga.

The processor board has a small amount of RAM (8-16K), masses of I/O ports to communicate with all the bells and whistles, and a cartridge port. It's the latter that really provides the oomph behind the machine, because the

RING THAT BELL

On the sound front, most fruit machines don't fair too well. The majority of machines are equipped with a bog standard AY-3-8910 sound chip. This, believe it or not, is the same chip as is used in the Amstrad CPC, ST, and most Spectrums. It is, in this programmer's humble opinion, crap – no matter how many times an ST owner tells you it's better than an Amiga, etc. etc....

However, things are, depending on your point of view, looking up for fruit machine sonics. Some manufacturers are experimenting with various synthesiser chips and sample players, so you can expect the decibel level to rise in the arcades quite dramatically in the near future. At the moment, when you walk past an arcade and hear a stereo sound track, it's coming from a video machine – but not for much longer...

Since adaptability is the name of the game here, it's possible that the manufacturers may develop a sample manipulation program similar to that developed by Rainbow Arts (see the Crocks of Gold feature in this issue on page 109). This would enable new sets of sound samples to be loaded in on cartridge.

control program is stored on EPROM (erasable read-only memory chip) which is built into a 'program module'. This module forms a small cartridge that fits into the slot on the processor board. The modules are, in fact, very similar to those used on the old Atari VCS games consoles.

This system allows easy reprogramming of the machine by simply issuing new cartridges. These cartridges are very complex and often hold 64K of code or even, for the more complex casino fruit machines, 128K. When you consider that an average 8-bit arcade game will rarely have more than 16K of code (excluding the graphics data) you can see that these control programs are no chickens.

Two other components inside the casing re the coin mechanism and the reels. The coin mechanism will accept your coins, sort them into separate hoppers, and pay out your winnings. It identifies the value of the coin you feed it by letting it drop through a magnetic field. Each size of coin will distort the field in a specific way, and this distortion is measured by the coin mechanism so that the value can be accurately recorded. Bad news for the punters: this system of detecting coins is fairly tamperproof and stops people putting washers and other bits of metal in to get free credits on the machine.

ALL UNDER CONTROL

A lot of people still seem to thing that, because the reels are mechanical, they actually spin due to momentum rather than in a precise way. This is sadly not the case. In fact, the hideous truth is that the machine actually knows the exact finishing position of the reels BEFORE they've even started spinning!

Fruit machine programmers, however, are clever lads. How many times have you seen the reels spin to a halt just one position short of a winning row? Often, no doubt, and each time you see it you think you'll have just one more go! This is, of course, done on purpose to add to the 'excitement' of losing money.

The secret is that the reels are attached to stepper motors which are under the precise control of the on-board computer. serves you right for being so greedy...

WHERE DO THEY COME FROM

Trying to think of new ideas that will attract people to playing new fruit machines is not an easy job, but someone has to do it! Recently one fruit machine manufacturer set up a competition for all its employees (from the tea ladies to the production line) to come up with new features for adding to machines – proof of the fact that new approaches often elude even the design teams.

However, once the basic format of the game has been decided upon, all the required payout percentages for each feature are worked out using a spreadsheet. All this info is then passed on to the programmer who sets about coding the game.

The program is written in a variety of high and low-level languages. Barcrest for example use assembly language for the speed critical parts of the code and Forth for the rest of the program. The advantage of Forth is that it is very flexible and allows you to define all the necessary routines for flashing the lights and so on. Jupiter Ace owners would have a ball on a one-armed bandit!

All this programming is pretty heavy-duty work – the code is edited/assembled/compiled/linked on a DEC VAX mainframe. All the programmers are users on the same machine to allow easy transfer of files and access to library functions. The code is then transferred down to the microprocessor board, in a mock up of the fruit machine, via an RS232 link.

Once the machine is finished, it's sent for 'beta testing' by people with nothing better to do and then on to various test sites around the country to see if the punters like the new design. If it takes loadsamoney then the machine goes into full production and gets sent all over the country.

CAN I WIN?

No.

Most fruit machines pay out around 70-80% of the money which is fed into them. This pay-out percentage has been carefully calculated through experiments on apes and people to give the maximum addiction to the machine. The chances of winning each feature on the machine are carefully worked out by the designers so that no matter how skillful the player is, the payout over a large number of games will stay around the target 70-80%.

When the player presses the start button, the computer chooses, AT RANDOM, the new positions of the reels. If this position is a win, the chances are that the computer will promptly forget it and generate a new position with either no win or a lower value win. This is done to stop the machine from paying out too much, naturellement. Only when the computer is finally happy with the spin position it will move the reels.

The bad news is that the other supposedly 'random' and 'skill' features are worked out in the same way and modified to stay within the target 70-80%..

WHAT ABOUT POKES?

OK, so here's the nitty gritty. Fruit machines have a small amount of RAM and some buttons. How about cheat modes, then?

Well, there's good news and bad news. The good news is that there ARE cheat modes on fruit machines. The bad news is that you can't operate them from the front panel alone. They are designed for testers and work in conjunction with the internal board. Pressing certain buttons in combination will then force a feature to a win or a lose. Like games, most machines have cheat modes but they are not..ho ho...given over to the public.

QuickShot®
JOYSTICKS
ONE THING
MAKES THEM BETTER THAN
THE REST....
Performance

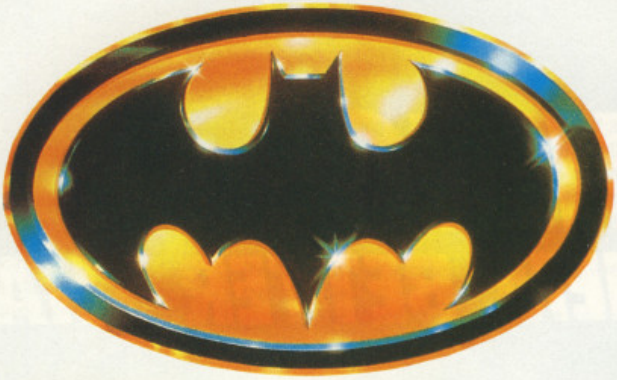
1 BATMAN

Batman – The Movie
from Ocean

Taken from the brilliant blockbuster movie. Prowl the streets of Gotham City in your Batmobile. Come face to face with the dreaded Joker at the Axis Chemical Factory. Analyse the Joker's Nerve Gas in the Batcave and then prepare yourself for the final fight to the death in the cathedral.

- 5 different scenarios
- Superb graphics and sound
- Captures the atmosphere and excitement of the movie perfectly

'It's edge of seat excitement that grips you solidly.'
Amiga Format



Batman – The Movie

		PRICE	CODE
Commodore 64	Cass	£ 9.99	BF901CC
Commodore 128	Disk	£14.99	BF902CD
Spectrum 48K	Cass	£ 9.99	BF903SC
Spectrum +3	Disk	£12.99	BF904SD
Amstrad 464	Cass	£ 9.99	BF905AC
Amstrad 6128	Disk	£14.99	BF906AD
Atari ST	Disk	£19.99	BF907ST
Amiga	Disk	£24.99	BF908AM

THE BI

An INCREDIBLE way to buy the month's top titles!

CHOOSE ANY ONE

BIG FOUR MAIL ORDER

- Fast delivery
- Friendly service
- Fabulous savings

We're backed by the resources of one of Britain's most successful publishers so you can order with confidence.

It's so simple!

You may find it hard to believe that we're GIVING away software but it's true. You simply buy any of the titles on this page at the normal retail price listed and then you can pick any other title (or the same title on a different format) absolutely free of charge!

The only condition is that the value of the free game must not be greater than that of the game you're paying for.

Apart from that there are no strings attached. It's literally TWO for the price of one! Or FOUR for the price of two...the sky's the limit! Have you ever seen a better offer...?

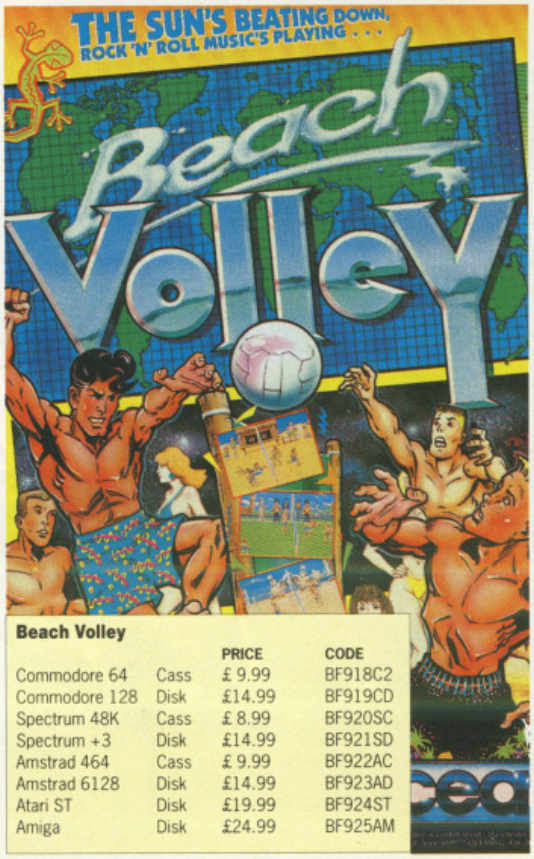
FIRST CLASS POST, PACKING & VAT, INCLUDED

3

Beach Volley
from Ocean

Your team travels the globe from London to Sydney challenging all comers in the latest craze that's sweeping the beaches. Fantastic action with variable service and play controls as you lob the defences, try a lightening reflex short smash to win back your service, jump block or defend your match winner.

This is Beach Volley... you may even catch a tan!.



Beach Volley

		PRICE	CODE
Commodore 64	Cass	£ 9.99	BF918C2
Commodore 128	Disk	£14.99	BF919CD
Spectrum 48K	Cass	£ 8.99	BF920SC
Spectrum +3	Disk	£14.99	BF921SD
Amstrad 464	Cass	£ 9.99	BF922AC
Amstrad 6128	Disk	£14.99	BF923AD
Atari ST	Disk	£19.99	BF924ST
Amiga	Disk	£24.99	BF925AM

2

Strider
from US Gold

In the eternal struggle between good and evil, both Russians and Russia look very different. You take on the role of Strider Hiryu and need to do battle with The Lord and his wicked minions. You're dropped into Red Square and must guide Strider across platforms destroying KGB agents with your trusty sword.
Get through all this and return to Moscow to face the Grand Master of the Red Army.

"Arcade fans who like their games spiced with plenty of action and rushing around are certainly going to enjoy this."
Amiga Format

Strider

		PRICE	CODE
Commodore 64	Cass	£ 9.99	BF909CC
Commodore 128	Disk	£14.99	BF910CD
Spectrum 48	Cass	£ 9.99	BF911SC
Spectrum +3	Disk	£14.99	BF912SD
Amstrad 464	Cass	£ 9.99	BF913AC
Amstrad 6128	Disk	£14.99	BF914AD
Atari ST	Disk	£19.99	BF915ST
Amiga	Disk	£24.99	BF916AM

AA RAVE! ST FORMAT GOLD

GET ONE FREE!

4

Turbo Out Run
from U S Gold

Get ready to put your foot to the metal, pedal to the floor, because Out Run is back!
The game takes you on a 4 stage race accross America. Driving a Ferrari F40 you'll battle bumper to bumper with good guys and bad guys, police cars, Porsches, blown engines and fickle girlfriends. Sixteen different scenes will take you through congested city streets, over snow and icy mountain passes and across sun-baked deserts. Drive day-time and night-time and go for manual or auto gear-box selection.

Turbo Out Run

		PRICE	CODE
Commodore 64	Cass	£ 9.99	BF926CC
Commodore 128	Disk	£14.99	BF927CD
Spectrum 48K	Cass	£9.99	BF928SC
Spectrum +3	Disk	£14.99	BF929SD
Amstrad 464	Cass	£9.99	BF930AC
Amstrad 6128	Disk	£14.99	BF931AD
Atari ST	Disk	£19.99	BF932ST
Amiga	Disk	£24.99	BF934AM

ORDER HOTLINE 0458 74011

Post to: Big Four Mail Order, The Old Barn, Somerton, Somerset TA11 7PY

YES, I want to take advantage of this remarkable way of buying software.

The game(s) I would like to BUY are:

Title	Machine	Order Code	Price

The game(s) I would like FREE are: (You may claim one free title for each game bought. The total price of the free game(s) must not be greater than the total price of the paid-for game(s).)

Title	Machine	Order Code	Price
			FREE!
			FREE!

NAME

ADDRESS

POST CODE

PAYMENT BY: ☐Cheque ☐Access ☐Visa

CREDIT CARD NUMBER

EXPIRY DATE

Please make cheques payable to "Big Four Mail Order".

CU AMIGA-64

OCTOBER 1989
AN EMAP PUBLICATION

£1.2

THE No1 AMIGA M

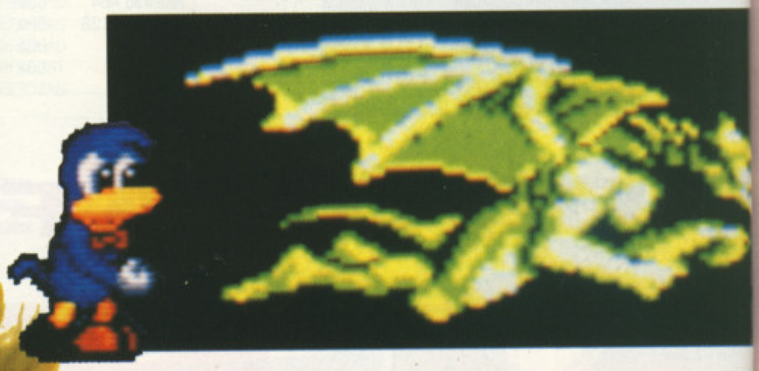
OUT NOW

SHUFFLEPUCK CAFE

MONEYGOROUND ARE SOFTCOS RIPPING YOU OFF

ALTERED BEAST WIN THE COIN OP

CONTINENTAL CIRCUS



DYNAMITE DUX

SHADOW OF THE BEAST

BEASTLY BUSINESS

IN THE PINK

THE ACE STOCKMARKET 163
Which games are going to be next month's hot titles? And which readers are going to walk away with prizes for predicting the right ones? Find out all about the new games chart section that's setting the industry talking

GAMES YOU'VE GOT TO HAVE 166
The ACE updated guide to the games you just have to buy. Check them out, and then look at your collection, remember it's coming up to Christmas and give yourself a treat

GETTING ANIMATED 178
How do professional animators go about their work. Duncan Evans celebrates the release of Amiga Fantavision (see p56) with a look at modern animation techniques .....

***GRAND* SLAM 176**
Grandslam are kicking off their launch of Saint and Greavsie, the latest football trivia quiz sensation, with an exclusive competition in which you can walk away with £250 worth of gear including a match quality football signed by Saint and Greavsie themselves, plus other goodies

COMPO RESULTS 180
Are you in for a big prize? Or even a little one. Find out on page

THE ACE PRIZE PUZZLE 182
Have you got a brain the size of a planet? Of course you have, and of course this month you really are going to win that exclusive prize for eggheads

WIN A FERRARI!.....184
Domark are falling over themselves to reward lucky ACE readers with FIVE Ferraris. Radio controlled, that is, but still loadsafun.

LOGO COMPO 186
Logotron are about to release Bad Company and Star Blaze – and you could be first on the street with a FREE copy. Find out more on page 186.

MYSTERY PAGES ....174,185, 188, 190, & 191
At the time of going to press, these mystery pink pages were still blushing virgins. Find out how they've been corrupted by the ACE Team!

SOFTWARE CITY

CALL US ON:
0785 41899
0922 24821
0902 25304
ACCESS
VISA

We welcome customers at

SOFTWARE CITY
1 GOODALL STREET
WALSALL
Tel. 0922 24821

SOFTWARE CITY
59 FOREGATE STREET
STAFFORD
Tel. 0785 41899

SOFTWARE CITY
3 LICHFIELD PASSAGE
WOLVERHAMPTON
Tel. 0902 25304

CALL US ON:
0785 41899
0922 24821
0902 25304
ACCESS
VISA

AMSTRAD CASSETTE

180	2.99
720	2.99
1942	2.99
Auf Wiedersehen Monty	1.99
Blood Brothers	1.99
Ghosts and Goblins & Bomjack 2	2.99
Best of Elite (Commando, Airwolf, Frank Bruno & Bombjack)	3.99
Chain Reaction	1.99
Fastfood	1.99
Guadalcanal	1.99
Mega Apocalypse	1.99
They Sold a Million (Beach Head, Sabre Wulf, Jet Set Willy, Daley Thompson's Decathlon)	3.99
The Fury	2.99
3 DC	1.99
Academy	2.99
Ace 1 or 2	2.99
Airwolf 1 or 2	1.99
Alternative Word Games	1.99
American Football	2.99
Arcade Flight Sim	2.99
Army Moves	2.99
Bad Cat	2.99
Barbarian	2.99
Barry McGuigan's Boxing	2.99
Beach Head	1.99
Beach Head 2	2.99
BMX Sim 1 or 2	2.99
Bombjack 1 or 2	1.99
Bruce Lee	1.99
Cauldron 1 or 2	1.99
Cholo	0.99
Commando	2.99
Crack Up	1.99
Cybernoid	2.99
Daley Thompson's Decathlon	2.99
Deactivators	0.50
Deep Strike	1.99
Die Alien Slime	2.99
Enduro Racer	2.99
Epyx on Amstrad (World Games, Imp. Mission, Winter Games and Super Cycle	4.99
European 2 Football	1.99
Fifth Axis	1.99
Flight Simulator	1.99
Flintstones	2.99
Football Manager	2.99
Footballer of the Year	2.99
Frank Bruno's Boxing	1.99
Fruit Machine	2.99
Graham Gooch	1.99
Grand Prix Sim 1 or 2	2.99
Gauntlet 1 or 2	2.99
Ghostbusters	1.99
Ghosthunters	2.99
Green Beret	2.99
Greg Loses his Clock	2.99
Hive	0.50
Human Killing Machine	2.99
Indoor Soccer	1.99
Jack the Nipper	2.99
Jet Ski Sim	2.99
Joe Blade 1 or 2	0.50
Kinetik	1.99
Kik Start 2	1.99
Leaderboard	2.99
Leaderboard Add On	2.99
League Challenge	2.99
L.E.D. Storm	2.99
Lee Enfield-Amazon	1.99
Lee Enfield-Tournament	1.99
Manic Miner	2.99
Masters of the Universe	2.99
Match Point	2.99
Monte Carlo Casino	2.99
Moto Cross Sim	2.99
Mystery of the Nile	0.50
Nebulus	1.99
Netherworld	1.99
Ninja Commando	2.99
On the Bench	2.99
Pepsi Mad Mix	1.99
Peter Shilton's Handball	2.99
Pinball Sim	2.99
Pink Panther	2.99
Postman Pat	1.99
Powerplay	1.99
Premier 2 Football	1.99
Pro Snooker	2.99
Rambo	2.99
Rasputin	2.99
Rex	2.99
Road Runner	2.99
Rolling Thunder	1.99
Rugby Boss	1.99
Rugby Sim	2.99
Rygar	2.99
Saboteur 2	1.99
Sam Fox	1.99
Shackled	1.99
Scooby Doo	1.99
Sigma 7	1.99
Skate Crazy	1.99
Slaine	1.99
Soccer Boss	1.99
Solid Gold (Gauntlet, Ace of Aces Leaderboard, Winter Games and Infiltrator)	4.99
Sorcerer Lord	2.99
Spaced Out/Realm Disc Only	2.99
Sport of Kings	2.99
Spy Hunter	2.99
Star Dust	2.99
Street Fighter	2.99
Street Hassles	2.99
Summer Games	2.99
Summer gold (10th Frame, Imp Mission Rebel Plant, Dambusters, Bruce Lee & Beach Head 2)	4.99
Super Cycle	2.99
Super Nudge 2000	1.99
Supersprint	1.99
Titanic	2.99
Theatre Europe	2.99
Tomcat	1.99
Top Gun	2.99
Treasureisland Dizzy	2.99
Turbo Esprit	1.99
Turf Form	2.99
Twin Turbo V8	2.99
Venom Strikes Back	1.99
Vixen	2.99
Vulcan	3.99
Way of the Exploding Fist	1.99
Wizard Warz	2.99
Wizball	2.99
World Games	2.99
Yie Ar Kung Fu	2.99

COMMODORE CASSETTE

180	2.99
1942	2.99
720	2.99
Ace 1 or 2	2.99
Ace of Aces	2.99
Action Force	2.99
Advanced Basketball Sim	2.99
Advanced Pinball	2.99
Airwolf 2	1.99
ANKH	1.99
Arcade Flight Sim	2.99
Army Moves	2.99
Barbarian	2.99
Barry McGuigan Boxing	2.99
Bard's Tale	2.99
Beach Head	1.99
Beach Head 2	2.99
BMX Sim 1 or 2	2.99
BMX Freestyle	2.99
Bombjack 1 or 2	2.99
Bombuzal	2.99
Boulderdash 1 or 2	2.99
Bruce Lee	1.99
Commando	2.99
Crazy Cars	2.99
Cricket International	1.99
Crystal Castles	2.99
Cybernoid	2.99
Daley Thompsons Decathlon	2.99
Dandy	2.99
Deep Strike	1.99
Desolator	2.99
Die Alien Slime	2.99
Dizzy	2.99
Dizzy Dice	1.99
The Double	2.99
Eagles Nest	1.99
Empire Strikes Back	2.99
Enduro Racer	2.99
Endzone	1.99
European 2	1.99
Exolon	1.99
F.A. Cup	1.99
Fifth Gear	2.99
Fifth 2	2.99
Firetrack	1.99
First Past the Post	2.99
Flintstones	2.99
Football Frenzy	1.99
Football Manager	2.99
Footballer of the Year	2.99
Frank Bruno	1.99
Frankenstein Jnr	2.99
Fruitmacine Sim	2.99
Game Over	2.99
Gauntlet 1 or 2	2.99
Go for Gold	2.99
Graham Gooch	1.99
Ghostbusters	1.99
Grand Master Chess	1.99
Grand Prix Sim	2.99
Green Beret	2.99
Greg Loses His Clock	1.99
Gunfighter	1.99
Hardball	2.99
Heavy Metal Paradroid	2.99
Hollywood Poker	1.99
Hunters Moon	2.99
Imhotep	0.99
Impossible Mission	1.99
International Rugby Sim	2.99
Jack the Nipper 1 or 2	2.99
Joe Blade 1 or 2	1.99
Kikstart 2	1.99
Knight Games	2.99
Knightmare	1.99
Leaderboard	2.99
League Challenge	2.99
Leviathan	2.99
Living Daylights	2.99
Maniax	1.99
Masters of the Universe (Film)	2.99
Match Point	2.99
Mic 29 Soviet Fighter	2.99
Mini Office	2.99
Mission Elevator	2.99
Monty on the Run	2.99
Moto Cross Sim	2.99
Moving Target	1.99
Netherworld	2.99
Night Racer	1.99
Ninja Commando	2.99
On the Bench	1.99
Pepsi Mad Mix	1.99
Pitstop 2	2.99
Planet 10	2.99
Postman Pat	1.99
Powerboat Sim	2.99
Powerplay	1.99
Power Struggle	2.99
Premier 2 Football	1.99
Pro Snooker	2.99
Pro Tennis Sim	2.99
Rally	2.99
Rally Cross Sim	2.99
Rambo	2.99
Roadrunner	2.99
Rolling Thunder	2.99
Rygar	2.99
Saboteur 1 or 2	1.99
Sam Fox	1.99
Scooby Doo	1.99
Sentinel	1.99
Sigma 7	1.99
Skate Crazy	1.99
Skool Daze	1.99
Soccer Boss	1.99
Soccer Q	2.99
Shanghai Karate	1.99
Solomon's Key	2.99
Space Academy	2.99
Spindizzy	2.99
Spitfire 40	2.99
Sport of Kings	2.99
Spyhunter	2.99
Starglider	2.99
Steve Davis Snooker	1.99
Street Fighter	2.99
Street Cred Football	2.99
Street Hassles	2.99
Summer Games	2.99
Super Cup Football	2.99
Super Cycle	1.99
Super Dragon Slayer	2.99
Super Nudge 2000	1.99
System 8	2.99
Task Force	2.99
Tetris	2.99
Theatre Europe	2.99
Thunderblade	2.99
Thundercats	2.99
Tigers in the Snow	2.99
Tom Cat	1.99
Top Gun	2.99
Transformers	2.99
Trantor	2.99
Trapdoor 1 or 2	1.99
Traz	2.99
Treasure Island Dizzy	2.99
Turbo Espirit	1.99
Turf Form	2.99
Uridium	2.99
War Machine	2.99
Way of the Exploding Fist	1.99
Way of the Tiger	2.99
Werewolf of London	1.99
Who Dares Wins 2	1.99
Wizard Warz	2.99
Wizball	2.99
Wolfman	2.99
World Games	2.99
World Series Baseball	2.99
X-Terminator	1.99
Yie Ar Kung Fu	2.99
Yogi Bear	1.99
Zamzara	2.99
Zynaps	1.99

SPECTRUM CASSETTE

180	2.99
3-D Grand Prix	2.99
720	2.99
1942	2.99
Academy	2.99
Ace 1 or 2	2.99
Action Force	2.99
Advanced Soccer Sim	2.99
Airwolf 1 or 2	
Aliens	1.99
Alien Syndrome	2.99
American Football	2.99
Arcade Flight Sim	2.99
Archon Collection	2.99
Army Moves	1.99
Artic Fox	2.99
Art Master	2.99
ATV Sim	2.99
Bak To Skool	1.99
Barbarian	2.99
Bard's Tale	2.99
Barry McGuigan's Boxing	2.99
Baseball	2.99
Batman	2.99
Battlecars	2.99
Battleships	1.99
Beach Head	1.99
Beach Head 2	2.99
Big Foot	2.99
BMX Sim 1 or 2	2.99
Bomjack 1 or 2	1.99
Boulderdash 1 or 2	2.99
British Super League	2.99
Bruce Lee	1.99
Cauldron 1 or 2	1.99
Canyon Warrior	2.99
Chuckie Egg 1 or 2	3.99
Classic Punter	2.99
Classic Trainer	2.99
Colour of Magic	1.99
Combat Lynx	1.99
Commando	2.99
Contact Sam Cruise	2.99
Crack Up	1.99
Crazy Cars	2.99
Cricket Crazy	1.99
Cricket Int.	1.99
Crystal Castles	2.99
Cup Football	2.99
Cybernoid	2.99
D-Day	2.99
Daley Thompson's Decathlon	2.99
Dan Dare 1 or 2	2.99
Deathchase	1.99
Deep Strike	1.99
Dizzy	2.99
Dizzy Dice	1.99
The Double	2.99
Eagles Nest	1.99
Enduro Racer	2.99
Endzone	1.99
European 2 Football	2.99
F.A. Cup	1.99
Fast Food	2.99
Fifth Two	2.99
First Past the Post	1.99
Flintstones	2.99
Footballer	2.99
Football Frenzy	1.99
Football Manager	2.99
Footballer of the Year	2.99
Formula 1 Grand Prix	1.99
Frank Bruno	1.99
Frankenstein Jnr	2.99
Frightmare	2.99
Fruit Machine Sim	2.99
Full Throttle	1.99
Game Over	2.99
Gauntlet 1 or 2	2.99
Graham Gooch	1.99
Ghosts and Goblins	2.99
Ghostbusters	1.99
Grand National	1.99
Grand Prix Sim 1 or 2	2.99
Grange Hill	1.99
Green Beret	2.99
Greg Loses His Clock	2.99
Gunboat	1.99
Hardball	2.99
Heavy on the Magick	1.99
Hollywood Poker	1.99
Infiltrator	2.99
Impossible Mission	1.99
Indoor Soccer	1.99
International Football	2.99
Jack the Nipper	2.99
Jet Pac	1.99
Jet Set Willy	1.99
Jet Ski Sim	2.99
Jocky Wilson's Darts	2.99
Joe Blade 1 or 2	1.99
KGB Superspy	2.99
Kikstart 2	1.99
Knightmare	1.99
Konami Tennis	2.99
Kosmos	1.99
Krakout	1.99
Kung Fu Master	2.99
Last Vegas Casino	2.99
Leaderboard	2.99
League Challenge	1.99
Leviathan	2.99
Lightforce	2.99
Manic Miner	2.99
Masters of the Universe (Film)	2.99
Mega Nova	2.99
Metrocross	2.99
Mig 29	2.99
Mindtrap	1.99
Mini Office	2.99
Moon Cresta	1.99
Monte Carlo Casino	2.99
Monty on the Run	2.99
Moto Cross Sim	2.99
Mutant Fortress	2.99
Nick Faldo	2.99
Ninja Commando	2.99
Ollie and Lisa 3	2.99
On Cue	2.99
On the Bench	2.99
Operation Gunship	2.99
Paperboy	2.99
Peter Shilton	2.99
Pinball Sim	2.99
Planet 10	1.99
Powerplay	1.99
Postman Pat	1.99
Premier 2 Football	2.99
Prince Clumsy	2.99
Pro Golf 1 or 2	1.99
Pro Snooker	2.99
Pub Trivia	2.99
Rally Driver	2.99
Rally Cross Sim	2.99
Rally Sim	2.99
Rambo	2.99
Rex	2.99
Road Runner	2.99
Rollercoaster	1.99
Rolling Thunder	2.99
Rugby	1.99
Rugby Boss	1.99
Rugby Sim	2.99
Rygar	2.99
Sam Fox	1.99
Saboteur 1 or 2	1.99
Scooby Doo	1.99
Shanghai Karate	1.99
Shanghai Warriors	1.99
Sigma 7	2.99
Silent Shadow	1.99
Skooldaze	2.99
Soccer 7	1.99
Soccer Boss	2.99
Soccer Q	2.99
Soccer Star	2.99
Soldier of Light	2.99
Solomon's Key	2.99
Speedking 2	2.99
Spindizzy	2.99
Spitfire 40	2.99
Spooked	2.99
Sport of Kings	2.99
Spy Hunter	2.99
Star Dust	2.99
Starship 1 & 2	2.99
Street Cred Boxing	2.99
Street Cred Football	1.99
Street Fighter	2.99
Street Gang Football	2.99
Street Hassles	2.99
Subway Vigilante	2.99
Summer Games	2.99
Super Bike Trans Am	2.99
Super Cycle	2.99
Super Nudge 2000	1.99
Super Tank Sim	2.99
System 8	2.99
Task Force	2.99
Tetris	2.99
Theatre Europe	2.99
Thundercats	2.99
Tom Cat	1.99
Top Gun	2.99
Trapdoor 1 or 2	1.99
Trantor	2.99
Traz	2.99
Treasure Island Dizzy	2.99
Turbo Esprit	2.99
Turf Form	1.99
Twin Turbo V8	2.99
Uridium	2.99
War Machine	2.99
Way of the Exploding Fist	1.99
Way of the Tiger	2.99
Werewolf of London	1.99
Wheelie	1.99
Who Dares Wins 2	1.99
Wizard Willy	2.99
Wizball	2.99
Wolf Pack	2.99
World Games	2.99
Xecuter	1.99
Yie Ar Kung Fu	2.99
Yogi Bear	1.99

SIXTEEN BIT FULL PRICE

	ST	AMIGA
3-D Pool	13.99	16.99
Action Fighter	16.99	16.99
Adidas Golden Shoe	13.99	16.99
A.P.B.	13.99	13.99
Altered Beast	13.99	16.99
Archipelagos	16.99	16.99
Astaroth Angel of Death	16.99	N/A
Balance of Power1990	16.99	16.99
Barbarian (Palace)	6.99	6.99
Barbarian 2 (Palace)	16.99	16.99
Barbarian 2(Psygnosis)	N/A	16.99
Barlick Knights	13.99	16.99
Batman the Movie	13.99	16.99
Battle Chess	16.99	16.99
Beach Volley	13.99	16.99
Bloodwych	16.99	16.99
Bomber	16.99	16.99
California Challenge (UK)	N/A	8.50
Carrier Command	16.99	16.99
Chess Player 2150	16.99	16.99
Conflicts Europe	16.99	16.99
Continental Circus	13.99	13.99
Crazy Cars 2	13.99	16.99
Daily Dbl Horse Racing	13.99	13.99
Dark Century	16.99	16.99
Deluxe Paint 3	N/A	54.99
Demons Tomb	13.99	13.99
Demons Winter	16.99	16.99
Dragons Spirit	13.99	13.99
Dungeon Master	16.99	16.99
Dungeon Master Editor	6.99	6.99
Dynamite Dux	16.99	13.99
Elite	16.99	16.99
Emperor of the Mines	16.99	16.99
F-16 Combat Pilot	16.99	16.99
Faery Tale	N/A	13.99
Falcon Mission Disc	13.99	13.99
Fantavision	N/A	29.99
Fed. of Free Traders	19.99	19.99
Ferrari Formula	16.99	16.99
Fiendish Freddy's Big Top of Fun	19.99	19.99
Fire Brigade (1 Meg Amiga)	N/A	19.99
First Contact	16.99	16.99
Football Director 2	13.99	13.99
Football Manager 2	13.99	13.99
Football Manager 2 Expansion Kit	8.99	8.99
Forgotten Worlds	13.99	13.99
Future Wars	16.99	16.99
Gauntlet 2	13.99	16.99
Gemini Wings	13.99	13.99
Grimblood	13.99	13.99
Gunship	16.99	16.99
Highway Patrol	16.99	16.99
Hollywood Poker Pro	13.99	13.99
Honda RVF 750	16.99	16.99
Indiana Jones Last Crusade	13.99	13.99
Infestation	16.99	16.99
Iron Tracker	13.99	13.99
Ivanhoe	13.99	16.99
Keef the Thief	N/A	16.99
Kelly X	6.99	6.99
Kennedy Aproach	16.99	16.99
Kenny Dalglish	13.99	13.99
Kick Off	13.99	13.99
Knightforce	16.99	16.99
Kult	16.99	16.99
Lancaster	N/A	13.99
Last Ninja 2	16.99	16.99
Lazer Squad	13.99	13.99
Leaderboard Collection	13.99	16.99
Leisuresuit Larry	13.99	13.99
Leisuresuit Larry Look For Love	19.99	N/A
Licence to Kill	13.99	13.99
Life and Death	N/A	19.99
Liverpool	N/A	13.99
Lombard R.A.C. Rally	16.99	16.99
Lords of the Rising Sun	N/A	19.99
Matrix Marauders	13.99	13.99
Microprose Soccer	16.99	16.99
Millenium 2.2	16.99	16.99
Mr. Heli	16.99	16.99
Navy Moves	13.99	16.99
Neuromancer	N/A	16.99
Never Mind	13.99	13.99
New Zealand Story	13.99	16.99
North and South	16.99	16.99
Oil Emporium	13.99	16.99
Omega	19.99	19.99
Operation Wolf	13.99	16.99
Paperboy	13.99	13.99
Passing Shot	16.99	16.99
Paul Gascoine Super Soccer	16.99	13.99
Populous	16.99	16.99
Populous New Worlds	6.99	6.99
Quarterback	13.99	13.99
Quartz	13.99	13.99
Question Of Sport	13.99	13.99
Qix	13.99	16.99
Rainbow Island	16.99	16.99
Red Lightning	19.99	19.99
Rick Dangerous	16.99	16.99
Risk	13.99	13.99
Roadwars	6.99	6.99
Robocop	13.99	16.99
Rocket Ranger	16.99	16.99
Running Man	16.99	16.99
Shadow of the Beast	N/A	24.99
Shinobi	13.99	13.99
Shoot 'Em Up Construction Kit	N/A	19.99
Shufflepuck Cafe	13.99	13.99
Silkworm	13.99	13.99
Silpheed	19.99	19.99
Soccer	16.99	16.99
Speedboat Assasins	6.99	6.99
Starglider 2	16.99	16.99
Starwars Trilogy	16.99	16.99
Stryx	13.99	13.99
Stunt Car	16.99	16.99
Super Wonder Boy	16.99	16.99
Sword of Sodan	N/A	16.99
Swords of Twighlight	N/A	16.99
T.V. Sports Football	N/A	19.99
Targhan	16.99	16.99
Test Drive 2	N/A	16.99
Time	19.99	19.99
Times of Lore	16.99	16.99
Tracksuit Manager	13.99	13.99
U.M.S	16.99	16.99
Vigilante	9.99	9.99
Vulcan	13.99	13.99
War in Middle Earth	13.99	13.99
Wayne Gretzky Hockey	N/A	16.99
Waterloo	N/A	16.99
Weird Dreams	16.99	16.99
World Class Leaderboard	6.99	6.99
Xenon 2 Megablast	16.99	16.99
Xenophobe	16.99	16.99

EIGHT BIT SELLERS

	SP	CO	AM
3-D Pool	6.99	6.99	6.99
Action Fighter	6.99	6.99	6.99
Altered Beast	6.99	6.99	6.99
A.P.B.	6.99	6.99	6.99
Batman the Movie	6.99	6.99	6.99
Beach Volley	6.50	6.99	6.99
Bloodwych	6.99	6.99	6.99
Bomber	6.99	6.99	6.99
Cabal	6.99	6.99	6.99
Carrier Command	6.99	6.99	6.99
Championship Golf	6.99	6.99	6.99
Continental Circus	6.99	8.99	6.99
Crazy Cars 2	6.50	N/A	6.99
Dark Century	6.50	N/A	6.99
Dominator	6.99	6.99	6.99
Dragon Ninja	6.99	6.99	6.99
Dragon Spirit	6.99	6.99	6.99
Dynamite Dux	6.99	6.99	6.99
Emlyn Hughes Soccer	6.99	6.99	6.99
Fire Power	N/A	8.99	N/A
First Strike	N/A	6.99	N/A
Football Director	6.99	6.99	6.99
Football Manager 2	6.99	6.99	6.99
Football Mangar 2			
Exp. Kit	5.99	5.99	5.99
Forgotten Worlds	6.50	6.99	6.99
Four Soccer Sim	6.99	6.99	6.99
Fun School 2 (6-8)	6.99	6.99	6.99
Kenny Dalglish	6.50	6.99	6.99
Hostages	N/A	6.99	N/A
Indiana Jones Last Crusade	6.50	6.99	6.99
Ivanhoe	6.99	6.99	6.99
Kick Off	N/A	6.99	N/A
Knight Force	6.50	N/A	6.99
Laser Squad	6.99	6.99	6.99
Licence to Kill	6.99	6.99	6.99
Liverpool	6.50	6.99	6.99
Microprose Soccer	6.99	9.99	9.99
New Zealand Story	6.99	6.99	6.99
Operation Wolf	6.50	6.99	6.99
Passing Shot	6.99	6.99	6.99
Paul Gascoine			
Super Soccer	6.99	6.99	6.99
Qix	N/A	6.99	N/A
Quarterback	6.99	6.99	6.99
Robocop	6.99	6.99	6.99
Running Man	6.50	6.99	6.99
Red Heat	6.50	6.99	6.99
Rick Dangerous	6.99	6.99	6.99
Rock Star	6.99	6.99	6.99
Run the Gauntlet	6.99	6.99	6.99
Shinobi	6.99	6.99	6.99
Speedball	N/A	5.99	N/A
Starglider 2	9.99	N/A	N/A
Star Wars Trilogy	8.99	8.99	8.99
Star Trek	N/A	6.99	N/A
Stealth Fighter (128k)	6.99	9.99	N/A
Stunt Car	9.99	9.99	9.99
Super Wonderboy	6.99	6.99	6.99
Times of Lore	6.99	8.99	6.99
Tolkien Trilogy	8.99	8.99	8.99
Trackuit Manager	6.99	6.99	6.99
Treble Champions	6.99	6.99	6.99
Vigilante	6.99	6.99	6.99

COMPILATIONS SP CO AMS

100% Dynamite Afterburner, Last Ninja 2, Wec Le Mans, Double Dragon.
CASS 9.99
Summer Time Special World Class leaderboard, Rygar, Trantor, Solomons Key Bravestar & Captain America.
CASS 5.50
Command Performance Mercenary, Hardball, Lota Tent Frame, Cholo, Xenon, Trantor, Robocop, Leviathan, Armageddon Man & Shackled
CASS 5.50
Supreme Challenge Soccer Spectacular Peter Beardsleys Int. Football, Soccer Supremo, Football Manager, World Champions and Peter Shiltons Handball, Maradona.
CASS 8.99 Disc 11.99
Soccer Squad Footballer of the Year, Gary Linekers Superskills Soccer, Gary Linekers Superskills & Roy of the Rovers.
CASS 8.99
Karate Ace Way of the Exploding Fist, Bruce Lee, Kung Fu Master, Avenger, Samuri Trilogy, Uchi Mata & Way of the Tiger.
CASS 5.50
Flight Ace Air Traffic Control, Ace, Spitfire 40, Strike Force Harrier, Tomahawk & ATF
CASS 5.50
Space Age Xevious, Trantor, Zynaps, Exolon, Northstar, Cybernoid & Venor Strike Back.
CASS 5.50
Mega Games North Star, Cybernoid, Deflector, Traxos, Blood Brothers, Mask 2, Tour de Force, Hercules, Masters of the Universe & Blood Valley.
CASS 5.50
Ten Great Games Vol 3 10th Frame, Fire Lord, Ranarama, Fighter Pilot, Leaderboard, Rocco, Survivor, Impossaball, City Slicker & Dragontorc.
Cass 5.50
Ten Computer Hits Vol 5 Dark Sceptre, Tarzan, Magnetron, Mega Apocalypse, Traz, Catch 23, Mystery of the Nile, Frightmare, Ninja Hamster & Druid 2.
CASS 5.50
Dark Force Batman, R-Type, Dark Side & Last Ninja 2.
CASS 9.99 Disc 11.99
Coin Op Hits Outrun, Road Blasters, Spy Hunter, Thunderblade & Bionic Commando
CASS 9.99

THE ACE STOCK MARKET

HERE'S WHERE YOU CHECK OUT WHICH GAMES ARE GETTING THE HOTTEST REVIEWS IN MAGAZINES AROUND THE COUNTRY – THE HOT RELEASES YOU SHOULDN'T MISS. YOU CAN ALSO PRACTISE YOUR GAMES MARKET SKILLS BY PREDICTING NEXT MONTH'S FIGURES – AND WINNING SOME GREAT PRIZES! THE ENTRY FORM IS ON PAGE 192.

THE 8-BIT COUNTER

Here are this month's 8-bit Top Ten titles. Batman swings in with a vengeance – great game, shame about the movie; and System 3, who owe their awesome reputation to the 8-bitters of yesteryear are still wowing them at No. 2.

BATMAN	Ocean	Ams,64,Sp	92.59
MYTH	System 3	64,Sp	91.5
UNTOUCHABLES	Ocean	64,Sp	91.5
GREGORY'S CLOCK	Mastertronic	Ams,Sp	85.25
NEW ZEALAND STORY	Ocean	Ams,64,Sp	83.67
IRON LORD	UbiSoft	64,Sp	79.75
STRIDER	US Gold	Ams,Sp	77.83
ALTERED BEAST	ACTIVISION	64,Sp	77.75
DRAGON SPIRIT	Domark	Ams,Sp	76.58
PASSING SHOT	Image Works	Ams,Sp	75.16

Runners up include: *Kendo Warrior*, *Operation Gunship*, and *Shinobi*.

THE 16-BIT COUNTER

If you've got a 16-bit machine, this is where you should be looking to decide how to spend your hard earned pennies this month...

F16 COMBAT PILOT	Digital Integration	Amiga	94.67
BATMAN	Ocean	Amiga	92.04
BOMBER	Activision	91.67	
XENON II: MEGABLAST	Image Works	Amiga, ST	91.33
ARTHUR	Infocom	Amiga	88.75
STRIDER	US Gold	Amiga, ST	86.8
POPULOUS: LANDS	Electronic Arts	Amiga, ST	85
WATERLOO	PSS/Mirrorsoft	Amiga, ST	84.75
BLOODWYCH	Image Works	Amiga, ST	83.75
CONTINENTAL CIRCUS	Virgin	Amiga, ST	83.42

Runners-up include *Indiana Jones*, *Oil Imperium*, and *Shadow of the Beast*.

THE COMPANY COUNTER

Which companies have really been starring in the media this month? Here's where we'll be giving away the biggest prizes each month if you can name the top softcos in the correct order. We give two ratings for each software house: the first is their rating for the month (which determines their current position) and the second is their 'share rating'. This is an index to their past performance, and since this is the first time we've run the listing, all software houses start at 100. Next month, if a company goes down, it's share price will fall; if it goes up, it'll rise.

The positions are determined by the ratings awarded for reviews in different magazines during the current month. This means that certain software houses may not appear in the chart until they have had products reviewed during the survey period. It also means that *in the short term* software houses who produce only one very highly rated title will score more highly than those who produce several less successful games. In the long term the system will diminish ratings dependent on only a few releases – reflecting the 'shelf life' of the titles in question.

DIGITAL INTEGRATION	94.7	100	MICROILLUSIONS	73.92	100
INFOCOM	89.19	100	DOMARK	73.92	100
HIT SQUAD (OCEAN)	85.75	100	US GOLD	73.77	100
IMAGE WORKS	83.22	100	SYSTEM 3	73	100
MICROPROSE	82.92	100	FIREBIRD	72.76	100
OCEAN	82.21	100	ELITE SYSTEMS	71.89	100
EPYX (US GOLD)	80.88	100	BYTE BACK	68.88	100
MINDSCAPE	80	100	KIXX	68.63	100
16 BLITZ	79.83	100	HEWSON	68.32	100
PSS	79.46	100	GAINSTAR	68.17	100
ARTRONIC	79	100	CODE MASTER	67.33	100
UBI SOFT	78.35	100	RELINE	66.6	100
MICROSTYLE	78.17	100	PLAYERS PREMIER	66.17	100
GRANDSLAM	78	100	RAD (THE EDGE)	65.67	100
ALTERNATIVE	77	100	VIRGIN	65.41	100
PSYGNOSIS	76.83	100	ACCOLADE	65.33	100
SSI	76.19	100	MASTERTRONIC	63.2	100
ELECTRONIC ARTS	75.42	100	ENCORE	62.87	100
INFOGRAMES	75.21	100	GREMLIN	61.6	100
CDS	75.13	100	MELBOURNE HOUSE	57.83	100
ACTUAL SCREENSHOTS	74.5	100	DELPHINE	52.833	100
ACTIVISION	74.09	100	CULT	50.7	100

THE MACHINE COUNTER

OK, here are this month's top five games for each machine. You can win mega-prizes by naming next month's top five. Check out the coupon on page...

AMIGA

XENON II: MEGABLAST	Image Works	92.6
BATMAN	Ocean	92.04
F16 COMBAT PILOT	Digital Integration	91.83
STRDIER	US Gold	89.72
BLOODWYCH	Image Works	86.5

ATARI ST

XENON II: MEGABLAST	Image Works	93.04
NEW ZEALAND STORY	Ocean	86.75
BLOOD MONEY	Psygnosis	86.5
STRDIER	US Gold	85.2
CONTINENTAL CIRCUS	Virgin	84.5

SPECTRUM

UNTOUCHABLES	Ocean	91.33
BATMAN	Ocean	89.02
NEW ZEALAND STORY	Ocean	85.75
IRON LORD	Ubisoft	82.25
PASSING SHOT	Image Works	79

COMMODORE 64

BATMAN	Ocean	95.75
UNTOUCHABLES	Ocean	91.67
NEW ZEALAND STORY	Ocean	91.67
CITADEL	Electric Dreams	88.25
TUSKER	System 3	83.75

AMSTRAC CPC

NEW ZEALAND STORY	Ocean	82.67
STRIDER	US Gold	79.93
DRAGON SPIRIT	Domark	78.25
LICENCE TO KILL	Domark	77.5
SHINOBI	Virgin	73

MEGALAND 0703 332225

Authorised AMIGA B2000 CENTRE

WE DON'T HIDE OUR PRICES EXCLUDING VAT

SPECIALISTS IN MAIL ORDER

WHY MEGALAND

24 HOUR DELIVERY • 12 MONTHS WARRANTY ON ALL HARDWARE
ON SITE MAINTENANCE OPTIONAL • TECHNICAL SUPPORT
HELPFUL FRIENDLY SERVICE • SPECIAL PRICE OFFERS
MEGASOFT CLUB MEMBERSHIP FOR EXTRA SPECIAL OFFERS
EXPORT SPECIALISTS (ASK FOR DETAILS 0703 332225)

MEGALAND BRANCHES AT SOUTHAMPTON AND OXFORD

AMSTRAD ADVANCED SYSTEMS CENTRE

YOU LUCKY PEOPLE

STAR PRINTERS

	Price Ex. VAT	Price Inc. VAT
LC10 MONO 9 PIN 144CPS NLQ 36CPS 8NLQ fonts, 4K buffer	139.00	159.85
LC10 COLOUR 7 colours same spec as LC10 MONO will accept black ribbons	169.52	194.95
LC24-10 24 PIN 170CPS NLQ 57CPS 7K buffer 8 fonts	200.00	230.00
NX-15 9 PIN wide carriage 120CPS NLQ30CPS 4K buffer	280.00	322.00
LC10 MONO for C64 & 128 only	149.56	172.00
LC10 Colour for C64 and 128 only	186.95	215.00
NB24-10 24 PIN 80 column 216CPS/72CPS LQ	429.52	493.95
NB24-15 24 PIN wide 136 column 216CPS/72CPS LQ	519.13	597.00
NB 15 24 PIN 136 column 300CPS/100CPS LQ	686.08	789.00
NX 15 9 PIN 136 column 120CPS/30NLQ	280.00	322.00
ND 10 9 PIN 80 column 180CPS/45CPS NLQ	293.91	338.00
ND 15 9 PIN 136 column 180CPS/45CPS NLQ	340.86	391.99
NR 10 9 PIN 80 column 240CPS/60CPS NLQ	344.34	396.00
NR 15 9 PIN as NR10, but 136 column	393.91	453.00

STAR PRINTERS THE PROFESSIONAL SERIES

TWELVE MONTHS ON-SITE WARRANTY ON THE ENTIRE PROFESSIONAL SERIES (UK MAINLAND ONLY FREE)

	Price Ex. VAT	Price Inc. VAT
FR-10 9 PIN 300CPS/76CPS NLQ slew rate 3.05 (ins per sec.) standard buffer 31K max buf 159k opt 16 MLQ/LQ resident fonts	287.23	330.31
FR-15 9 PIN this is the 15" version of the FR-10, ideally suited for the widest of printing of both A4 and A3 paper in its landscape orientation.	389.83	448.31
XB24-10 24 PIN 240CPS/80QEL slew rate-paper feed (ins per sec.) 3.6 standard buffer 27K max buf 187K super letter quality fonts 4 NLQ/LQ fonts 25 three of which are ORC fonts including code 39 bar code	389.83	448.31
XB24-15 24 PIN the XB24-15 is the wider version of the XB24-10 offering all the above facilities, but on a printer with a 15" carriage. The XB24-10 and 15 both print at 240 CPS in draft mode plus they both can coast through letter quality printing at 76CPS	513.49	590.51

All printers in this range have the option of a low cost 7 colour upgrade module which can be fitted by virtually anyone.

STAR LASER SERIES

LASER PRINTER 8
8 resident fonts (option extra 7 fonts) 8 pages per minute, 300 dots per inch 1 megabytes expandable to 2 meg canon engin compatibility HP, IBM, EPSON, DIABLO warm up time

Continued	Price Ex. VAT	Price Inc. VAT
60sec. fonts on page 64 toner cartridge 4000 pages plus one year free on site warranty UK only	1294.46	1488.63
LASER PRINTER 8 IIT same as printer 8 but with option of 4 megabytes and an input standard 2 × 200 both have the capacity for printing portrait and landscape on the same page	Phone	Phone

CAMERON HANDY SCANNERS

	Price Ex. VAT	Price Inc. VAT
Handy Mouse RS 232 for all IBM PCS including adapter 9/25PIN plus driver	37.39	42.99
Handy Scanner Type 2 scans in black & white width of scan 64mm • 512 points per line • speeds 3ms per line including handy painter + reader o.c.r. versions available for		
IBM PC/AT/XT.	149.43	171.85
AMIGA	149.43	171.85
ATARI ST	N/A	N/A
Handy Scanner type 4 • scans up to 16 tones of grey • width of scan 64mm speed 3ms per line • sold with handy painter for graphics • sold with handy reader for character recognition also contains its own word processing programme		
IBM PC/AT/XT		
AMIGA	236.43	271.89
ATARI ST	225.20	258.99
	N/A	N/A
CAMERON Personal A4 Scanner •.format A4. 210mm × 297mm Flat Bed operation • scan precision horizontal 8 points/mm vertical 7.7 points/mm speed 10 seconds for A4 page black/white dither mode interface card and connecting cable included requires IBM-DOS 2.0min. AMIGA – 1Mb + AMIGA DOS ATARI 1Mb with painter/reader		
IBM PC/AT/XT COMP	443.05	509.51
AMIGA	454.28	522.42
ATARI ST	N/A	N/A

FAX CARDS FOR PCS

	Price Ex. VAT	Price Inc. VAT
C-FAX SR enables you to send and receive faxes on any group 3 fax BABT approved	150.88	173.52
C-FAX SRI gives your PC all the features of a top of the range fax machine send and receive both text and graphics incoming faxes are automatically stored to disk plus much more	180.40	207.46
C-FAX plus top of the range fax a unique second port allows a fax to be used both as a background printer and scanner	Phone	Phone
CIFER ATS PC FAX CARD	200.00	230.00

FILE CARDS

	Price Ex. VAT	Price Inc. VAT
Western Digital File Card	205.00	235.75
W/D 20Mb File Card 32Mb	156.53	180.00
60 Mb Hard Card	390.44	448.99
MINISCRIBE 3650 40Mb H/Disk	207.83	239.00

SAMSUNG PCS

	Price Ex. VAT	Price Inc. VAT
3000 DD XT	510.00	586.50
SPC3000/3 20Mb XT	698.19	802.92
SPC3000V/2 Dual Drive XT	477.16	548.75
SPC6000 20Mb HD	1100.00 1265.00	
SPC6000 SD	885.00	1017.75
SPC 6500/3 and EGA Card	1139.00 1309.85	

ALL SAMSUNG PCS COME FREE WITH ONE YEARS ON SITE WARRANTY

COMMODORE DESK TOP PCS

ALL COMMODORE COMPUTERS FROM THE PC10 111 TO PC60 SYSTEMS COME WITH 12 MONTHS FREE ON SITE WARRANTY (UK MAINLAND ONLY)

	Price Ex. VAT	Price Inc. VAT
PC10 111 SD MM CPU 8088 8/16 bit speed 4.77, 7.16, 9.54 (switchable) RAM 640 expandable 3 expansion slots AT style keyboard enhanced MS-DOS 5 drive	510.44	587.00
PC10 111 SD CM CGA spec as above	652.18	750.00
PC10 111 SD CM EGA spec as above	791.31	910.00
PC10 111 DD MM dual drive mono monitor + framework and mouse	759.14	873.00
PC10 111 DD CM CGA framework and mouse	939.14	1080.00
PC10 111 DD CM EGA framework and mouse	1073.05	1234.00
PC10 111 DD MM MPS1230 printer 9 PIN AT style keyboard framework and mouse	850.44	978.00
PC10 111 40Mb HD framework mouse		
MONO	934.79	1075.00
CGA	1069.57	1230.00
EGA	1204.35	1385.90
PC20 20 HD MM 20MB Hard Disk mono monitor	726.08	835.00
PC20 111 SD HD CGA 20MB Hard Disk colour graphics adapter	860.87	990.00
PC20 111 SD HD EGA 20 MB Hard Disk enhanced graphic adapter	998.27	1148.00
PC30 111 MS window + mouse 20MB HD 12 MHZ		
MONO	1073.92	1235.00
COLOUR	1208.70	1390.00
ECD	1300.00	1495.00
PC40 111 40HD VGA CPU 80286 speeds 6, 8 or 12MHZ RAM 1Mb 640K base extend 384K graphics standard VGA, EGA, CGA, MDA. switchable OS MS-DOS 3.3		
MONO	1478.27	1700.00
COLOUR	1681.74	1934.00
PC40 111 40HD VGA + tapestreamer		
MONO	1791.31	2060.00
COLOUR	2021.74	2325.00
PC50 HD 386SX	Phone	Phone
PC60 TOWER 386	Phone	Phone

AMSTRAD PC 2086

	Price Ex. VAT	Price Inc. VAT
PC2086 SD12 MD	538.26	619.0
PC2086 SD 14 CD	673.91	775.0
PC2086 12 HRCD	760.86	875.0
PC 2086 SD 14 HRCD	847.82	975.0
PC 2086 DD 12 MD	673.91	775.0
PC 2086 DD 14 CD	804.34	925.0
PC 2086 DD 12 HRDC	891.30	1025.0
PC 2086 14 HRCD	978.26	1125.0
PC 2086 HD 12 MD	891.30	1025.0
PC 2086 HD 14 CD	1021.73	1175.0
PC 2086 12 HRCD	1117.39	1285.0
PC 2086 14 HRCD	1213.04	1395.0

AMSTRAD PCW

	Price Ex. VAT	Price Inc. VAT
PCW 8256	338.26	389.0
PCW 8512	404.34	465.0
PCW 9512	447.82	515.0

AMSTRAD PPC PORTABLES

	Price Ex. VAT	Price Inc. VAT
PPC 512S	360.86	415.0
PPC 640S	447.82	515.0
PPC 512D	491.30	565.0
PPC 640D	626.08	720.0

AMSTRAD PC1512

	Price Ex. VAT	Price Inc. VAT
PC1512 SD M/M	360.86	415.0
PC1512 DD M/M	447.82	515.0
PC1512 SD C/M	447.82	515.0
PC1512 DD C/M	534.78	615.0

AMSTRAD PC1640

	Price Ex. VAT	Price Inc. VAT
PC1640 SD ECD	626.08	720.0
PC 1640 DD ECD	717.39	825.0
PC 1640 HD20 ECD	891.30	1025.0
PC 1640 SD C/D	538.26	619.0
PC 1640 DD C/D	626.08	720.0
PC 1640 HD20 C/D	804.34	925.0
PC 1640 SD M/D	447.82	515.0
PC 1640 DD M/D	538.26	619.0
PC 1640 HD20 M/D	717.39	825.0

AMIGA B2000 HARDWARE

	Price Ex. VAT	Price Inc. VAT
AMIGA B2000 1.3 base unit	865.63	995.0
AMIGA B2000 colour monitor	1069.57	1230.0
AMIGA B2000 PHILIPS 8833 monitor bridgeboard 20Mb PC/ AMIGA Hard Disk	1169.57	1345.0
As above but with 1084 monitor	1178.26	1355.0
MEGALAND B2000 PACK B2000 8833 MONITOR or 1084 MONITOR XT bridgeboard 20Mb PC Hard Disk Star LC 24-10 printer	1373.91	1579.0

MEGALAND SOUTHAMPTON
42 – 44 Millbrook Road East
Southampton, Hants., SO1 0HY
TELEPHONE 0703 332225

MEGALAND OXFORD
Islip Road, Off Hernes Road
Oxford. TEL 0865 512599
OR 0865 512633

OPEN MONDAY TO SATURDAY 9.00am to 5.30pm

OFFICIAL ORDERS
Welcomed from Corporates, Government, Educational, Health, & M.o.D. Establishmen

ACCOUNTS TERMS
30 Days from date of invoice. Phone for further information

MEGALAND 0703 332225

VISA

CREDIT CARD MAIL ORDER – PHONE NOW

AMIGA A500 MEGA PACK ONLY £399 inc VAT
Including Mouse, Workbench 1.3, Utilities Disk, Manuals, Basic Tutorial Disk, plus free TV Modulator and Joystick. Also you can select any 10 free games from our list below worth over £280.

Joe Blade 11, Starglider, Knight Orc, Platoon, Return of the Jedi, Zynaps, Custodian, Hellbent, Powerplay, Demolition, Las-Vegas, Sky Fighter, Atron 500, Backlash, Grid Start, Mercenary, Wizball, Nebulas, Star Ray, Roger Rabbit and Spritz Paint. Plus Amiga Dust Cover and Mouse Pad. Games selection will change to availability.

All prices and manufacturers specifications subject to change without notice. All offers subject to availability. Offers subject to change in price without notice.

Delivery Charges
24 hour Courier Service £10.00
4 Day Courier Service £5.00
Consumables Free Post
Overseas Orders Phone

HOTLINE
RETURNS SERVICE AND TECHNICAL SUPPORT TELEPHONE
0703 330544

SEE US AT THE COMMODORE SHOW & THE COMPUTER SHOPPER SHOW

MEGALAND

BATMAN PACK

THE NEW A500 AMIGA BATMAN PACK
The pack includes A500 AMIGA + TV Modulator. Workbench 1.3 utilities disk, manuals, basic tutorial disk, power supply and mouse. Interceptor F18 flight sim, Batman the Movie (Game only). New Zealand Story, Deluxe paint II and Quick Shot 11 joystick.
PRICE £399.00 INC VAT

MEGALAND SPECIAL BATMAN PACK
Batman the Movie (game) F-18 Interceptor New Zealand Story deluxe Paint II, Plus Battle Valley Player, Cybernoid 11, Zynaps, Exolon and Knoix Mega Blaster Joystick. Price £435.00 INC VAT

LIGHT FANTASTIC

THE NEW LIGHT FANTASTIC PACK COMMODORE 64
The pack includes C64 computer, power supply, cassette unit, light gun, 3D glasses, Robocop, Rambo II, Platoon, Hypersports, Combat School, Batman the caped crusader, Mike Reids pop quiz, 3D action pack Army Days, Gangster and Time Traveller. Plus arts package, music creator, typing tutor and Shootem Up construction kit.
PRICE £149.99 INC VAT

	Price Inc. VAT
	619.00
	775.00
	875.00
	975.00
	775.00
	925.00
	1025.00
	1125.00
	1025.00
	1175.00
	1285.00
	1395.00
	389.00
	465.00
	515.00
	415.00
	515.00
	565.00
	720.00
	415.00
	515.00
	515.00
	615.00
	720.00
	825.00
	1025.00
	619.00
	720.00
	925.00
	515.00
	619.00
	825.00
	995.48
	1230.00
	1345.00
	1355.00
	1579.00

AMIGA A500 HARDWARE

	Price Ex. VAT	Price Inc. VAT
A500 AMIGA PACK	346.95	399.00
A500 + 8833 Monitor	500.00	575.00
A500 + 1084S Monitor	504.35	580.00
A500 + VISION 4200	452.18	520.00
A500 + AMIGA PACK and PHILIPS 8833 Monitor	534.78	615.99
A500 + 1084S Monitor and AMIGA PACK	539.14	620.00

MEGALAND BUSINESS PACKS

A500 8833 OR 1084S Steel Monitor Stand Star LC10 Mono Printer 2 extra ribbons KINDWORDS V2 PUBLISHERS CHOICE PLUS CABLES A501 RAM EXPANSION	773.05	889.00
500 + 8833 OR 1084S Steel Monitor Stand STAR LC10 Mono Printer 2 extra ribbons The Works + Cables	655.96	754.35

AMIGA EXTERNAL DRIVES

AF 880 3.5" Drive VERY SPECIAL PRICE	65.22	75.00
RF302C 3.5"	68.70	79.00
MDC 3.5"	66.09	76.00
A1010 3.5"	73.92	85.00
CUMANA CAX 354E	73.92	85.00

AMIGA ACCESSORIES

A501 RAM Expansion	100.00	115.00
512K RAM Expansion	85.22	98.00
MOUSE MAT	4.31	4.95
AMIGA Dust Cover	4.31	4.95
AMIGA TV Modulator	17.40	20.00
1352 Mouse	20.83	23.95
Steel Monitor Stand	13.00	14.95
Double Steel non Stand	20.00	23.00

COMMODORE C64

C64 Lights Fantastic Pack	130.00	149.99
C64 Hollywood Pack	112.18	129.00
1541 C11 5.25"	113.05	130.00
1581 3.5"	104.35	120.00

A500/A2000 MONITORS

	Price Ex. VAT	Price Inc. VAT
PHILIPS 8833 + Cables	217.40	250.00
1084S + Cables	213.05	245.00
VISION 4200	160.87	185.00
1900 C64 Mono	108.70	125.00

EPSON PRINTERS

EPSON LX850 9 PIN 80 column 180/CPS 25NLQ	182.61	210.00
EPSON LQ550 24 PIN 80 column 150/CPS 50 CPS NLQ	269.56	310.00
EPSON FX850 264CPS 54 NLQ	339.14	390.00
EPSON FX1050	421.74	485.00
EPSON LX400	138.26	159.00
EPSON LQ400	202.61	233.00

PANASONIC PRINTERS

PANASONIC KXP 1124 24 PIN 120CPS/24CPS NLQ	247.83	285.00
PANASONIC KXP 1081 9 PIN 120CPS/28 NLQ	120.00	138.00

MANNESMANN PRINTERS

TALLY MT81	100.00	115.00
TALLY Laser MT905 6 pages per minute 300,000 page engine life series 2 emulation HP Laser Jet PRICE INCLUDES ON-SITE MAINTENANCE	940.00	1081.00

SEIKOSHA

SEIKOSHA SP-180 80 column NLQ parallel	102.60	118.00

DRIVES

NEW A590 Autoboot 20Mb Hard Drive for AMIGA A500	326.09	375.00
VORTEX AMIGA 500 40Mb Autoboot HD	433.92	499.00
TRIANGLE 20Mb Hard Disk	456.53	525.00
CUMANA CAS 354 ATARI Drive	73.92	85.00
CUMANA CD800/S Drive	209.57	240.00
CUMANA CS 354	93.92	109.00
CUMANA CSX200	80.00	92.00
CUMANA D/BBC4 Drive	148.70	171.00
CID 354 EXT/Drive	84.35	97.00

ATARI

ATARI Explorer Packs 520 STFM		267.00
ATARI 1040 STFM 1MB		448.00
ATARI Power Pack		350.00
ATARI 1040 STFM + MONO Monitor		538.00

PSION ORGANISER II

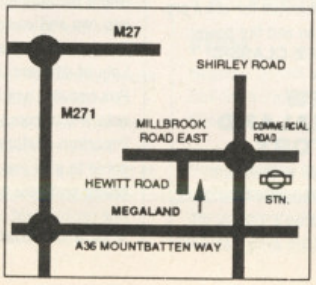
	Price Ex. VAT	Price Inc. VAT
PSION Organiser II: Model CM		79.95
PSION Organiser II: Model XP		109.95
PSION Organiser II: Model LZ		149.95
PSION Organiser II: Model LZ64		189.95
8K Datapak		12.95
16K Datapak		19.95
32K Datapak		34.95
64K Datapak		59.95
128K Datapak		99.95
32K Rampak		54.95
Pocket Spreadsheet		39.95
Finance Pack		29.95
Oxford Spelling Checker		29.95
Formulator		29.95
Maths Pack		29.95
Travel Pack		39.95
Pure Finance		39.95
Portfolio		39.95
Comms Link – RS232 (Specify IBM PC or Apple Macintosh)		59.95
Mains Adapter		12.95
Organiser Developer		49.95
Diary Link		12.95
Formatter		44.95
PSION Printer II		224.25
Printer thermal paper rolls (4)		5.95
Leather Case		14.95
Link-up Adapters (specify type): (For IBM, AT, BBC Acorn, Apple Macintosh, Modem – 25 PIN 'D' Type, Printer)		12.95

OTHER THINGS

COMMODORE 128D Desk Top Computer	330.44	380.00
THINGI	3.44	3.95
CS600A Tapes	3.45	3.96
DC600A Cartridges	15.66	18.00
TC400D 60Mb Cart	17.40	20.00
SUPERCALC 3.21	47.83	55.00
WORDSTAR	47.83	55.00
WINDOWS 286 V2.1	52.18	60.00
WORKBENCH 1.3 ENHANCER KIT	10.44	12.00
PUBLISHERS CHOICE contains kind words page setter artist choice headline	60.00	69.00
PROFESSIONAL PAGE V1.2 Addlock security device for IBM PCS protects your entire disk drive	25.21	29.00
PHILIPS 14" Colour TV		110.00
PHILIPS PC Computer Dual Drive MM NMS 9100 XT	456.52	525.00
		130.00

SUPER OFFER

ALL PRICES INCLUDE VAT UNLESS STATED



To: 42-44 Millbrook Road East, Southampton
I wish to order _____
I enclose cheque/PO for £ _____ inc VAT.
Or charge my Access/Visa No. _____ Exp. date _____
Name _____ Signature _____
Address _____
Postcode _____ Tel No: _____
PRICES CORRECT ON DATE GOING TO PRESS

THE GAMES YOU HAVE TO HAVE...

SOMETIMES YOU KNOW YOU'VE GOT TO FACE UP TO THE TRUTH. YOUR SOFTWARE COLLECTION IS GETTING YOU DOWN, YOUR DOG'S SICK, YOUR FRIENDS ARE CONVINCED IT WAS YOU THAT LOST THE WINNING POOLS COUPON, YOUR MOTHER HAS DECIDED YOU NEED TO CHANGE YOUR IMAGE, AND YOUR GIRLFRIEND (OR BOYFRIEND) HAS JUST BEEN EATEN BY A ROTTWEILER...THERE'S ONLY ONE THING FOR IT...GO OUT AND GET A NEW GAME. AND TO MAKE SURE YOU REALLY SEE THE BRIGHT SIDE, HERE'S A LIST OF GAMES YOU'VE JUST GOT TO ADD TO YOUR COLLECTION.

ARCADE STYLE

Including coin-op conversions. Games with a high fun factor and plenty of addictive action feature in this category.

ARKANOID

Imagine ● Spectrum £7.95cs ● C64 £8.95cs £12.95dk ● Amstrad £8.95cs £14.95dk ● Atari XL/XE £8.95cs ● Atari ST £14.95dk ● MSX £8.95cs ● IBM PC £19.95dk

Conversion from *Arkanoid* the coin-op, in its turn the best version of the classic *Breakout*. Simple in concept: the player controls a bat at the base of the screen, whizzing it left and right. The object is to keep a small ball in play, bouncing it off the bat to destroy formations of bricks in the top half of the screen. Eliminate all the bricks and move on to the next of 33 screens. Clever extra features contribute to the addictiveness. As a faithful coin-op conversion, *Arkanoid* comes out top, but for a different slant on the same theme and some nifty music, try ASL's *Impact*, which also builds up the difficulty levels more gradually.
★ ACE CLASSIC

BOUNDER

Gremlin Graphics ● Spectrum £7.95cs ● C64 £9.95cs £12.95dk ● Amstrad £8.95cs £13.95dk

A great arcade bounce-em-up, and very addictive too. You guide a ball as it bounces from one platform to another, high above the vertically scrolling landscape. Land on marked squares and you can stay aloft longer or gain a mystery bonus. Fill in a gap or hit one of the game's many nasties, however, and you'll lose a life. Bonus bouncing sections at the end of each level help vary the pace, and those tough gaps really keep you coming back for more. Bright, witty graphics, great music – and it's so playable.
★ ACE CLASSIC

BUBBLE BOBBLE

Firebird ● Spectrum £7.95cs ● C64 £8.95cs £12.95dk ● Amstrad £8.95cs £14.95dk ● Atari ST £19.95dk

Playability is the essence of this two-player coin-op conversion. You and a friend play bubble-blowing dinosaurs, travelling through 100 maze-and-platform screens, fighting off the 'bullies' by encapsulating them in your bubbles to turn them into juicy fruit. More firepower and various bonuses await as you reach the more difficult later screens. Enormously good fun, if a little on the cutesy side. Can also be played as one player against the computer.
★ ACE RATED 958

CONQUEROR

Superior ● Archimedes £24.95dk (Amiga and ST versions under development)

Drive around in your very own tank! Blast the enemy in close combat and plan your strategy for the campaign. This is a tricky game to get to grips with, but if you persevere you'll find you soon become mesmerised by the thing. If you ain't got a 1Mb Archie though – forget it!
★ ACE RATED 931

ELIMINATOR

Hewson ● Spectrum £7.99cs £12.99dk ● C64 £9.99cs £14.99dk ● Amstrad £9.99cs £14.99dk ● Atari ST £19.99dk ● Amiga £19.99dk

Graphically wonderful roadway blast-em-up by John Phillips, which will twist your joystick inside-out. It'll even have you driving on the ceiling. Though it's tough to get to grips with at first, the addiction level's so great you'll keep coming back for more.
★ ACE RATED 904

EXOLON

Hewson ● Spectrum £7.95cs ● C64 £8.95cs £12.95dk ● Amstrad £8.95cs £14.95dk

Graphically superb horizontally scrolling shoot-em-up in which you run, duck and jump your way along a planet's surface blasting away at alien defences. A gun and a missile launcher are used to blast the foes, but if things are still too tough then you can grab an exoskeleton for extra protection and fire power.
★ ACE CLASSIC

NEW ZEALAND STORY

Ocean ● Spectrum £8.95cs, C64 £9.95cs, Amstrad £9.95cs, ST £19.99, Amiga £24.99

Although pipped at the post in a head to head with Rainbow Islands, New Zealand Story is not a game to be ruled out. It is immense fun to play, provides lots of varied action across many levels. Definitely worth checking out.
★ ACE RATED 875

OIDS

Mirrorsoft ● Atari ST £19.99dk

A magnificent *Thrust*-ish blast. The Oids are relying on you to save them, but the Biocretes aren't going to let them go without throwing missiles, rockets and a number of other weapons at you. Included with the program is an edit facility that allows you to design your own planetoids – great stuff!
★ ACE RATED 969

PITSTOP 2

Epyx/US Gold ● Available only on Epyx Epics compilation ● C64 £9.95cs £14.95dk ● IBM PC £29.95dk
(in compilation with *Winter Games* and *Summer Games 2*)
Thrilling racing game where the screen is split into two and you can race the computer or a friend. Lots of different Grand Prix circuits, tyre blowouts and of course the all-important pitstops guarantee to give you hand cramp and your brain a real racing treat.
★ ACE CLASSIC

POWERDROME

Electronic Arts ● Atari ST £24.95dk

This superb arcade-style futuristic driving simulation will have you enthralled for months to come. It may not be terribly easy to get straight into but it's well worth persevering with. You'll be playing this for months.
★ ACE RATED 925

PURPLE SATURN DAY

Exxos ● Atari ST £24.95dk ● Amiga £24.95

A terrific mix of games that delivers punch both audio and visual. The consistently good gameplay ensures you'll enjoy playing each sub-game time and again. It's a little tricky to get the hang off, but master it and you'll be pleased you persevered.
★ ACE RATED 912

RAINBOW ISLANDS

Firebird, Spectrum £9.95cs £14.95dk, C64 £9.99cs $14.99dk, Amstrad £9.99cs £14.99dk, ST £24.99, Amiga £24.99

The sequel to Bubble Bobble is nothing short of fantastic. The graphics and sound are superb, as is the gameplay.
One of the best (and cutest arcade conver-

sions of the year that should not be missed.
★ ACE RATED 934

RVF
Microstyle, ST £24.99, Amiga £29.99

RVF offers a near endless supply of fast paced bike action as you race your Honda RVF. Attention to detail is paid out all along the route with your rider giving the bike a push start after a crash. An excellent mix of arcade and simulation.
★ ACE RATED 915

SPIDERTRONIC
Ere International ● Atari ST £19.95dk

Guide your spider-like character around the game area, collecting coloured panels in the correct order. The built-in construction set means you'll be knocking out your own levels till the cows come home.
★ ACE RATED 903

SUMMER GAMES
Epyx/US Gold ● C64 £9.95 cs £14.95dk ● IBM PC £29.95dk

Epyx sporting simulations are of high quality but none have quite captured the playability and style of the original *Summer Games* and its immediate successor, *Summer Games 2*. One to six players can take part in high jump, gymnastics, springboard diving, clay pigeon shooting, swimming, pole vault – and others – with lovely large graphics and smooth animation throughout. Control of your athlete can be complex so practice is recommended.
★ ACE CLASSIC

SUPER SPRINT
Electric Dreams ● C64 £9.99cs £14.99dk Amstrad £9.99cs Spectrum £9.99cs ● Atari ST £19.99dk

One of the better coin-op conversions currently available. With up to three players all competing at once, the action is fast and furious and it will take a finely-tuned car to complete some of the more tortuous circuits that appear later in the game.
★ ACE RATED 907

THRUST
Firebird ● Spectrum £1.99cs ● C64 £1.99cs ● Amstrad £1.99cs

Terrifyingly sensitive controls and a large helping of real-life physics make this budget title an absolute must. Flying down through the caverns of an enemy-held planet, you have to pick up fuel and destroy hostile gun turrets without crashing into the tunnel walls. Tough enough as it is, but then you've got to make the return journey with a heavy load slung under your craft. Very mean, very addictive.
★ ACE CLASSIC

URIDIUM
Hewson ● Spectrum £8.95cs ● C64 £9.95cs £12.95dk ● BBC £9.95cs £14.95dk

The piece de resistance of scrolling shoot-em-ups: blast the dreadnought and attacking ships while dodging around any large structures. Great metallic-looking dreadnoughts and the smoothest scrolling you'll ever see put this head and shoulders above the opposition. A game not to be missed, especially now that C64 versions come packaged with the excellent *Paradroid*.
ACE CLASSIC

ZARCH / VIRUS
Superior Software ● Archimedes £19.95dk ● Firebird (16 and 8-bit versions) Amiga £19.95dk ● Atari ST £19.95dk ● Some 8-bit versions under development

A solid three dimensional shoot-em-up with such graphic perfection and timelessly addictive gameplay that it became an instant classic. Now the 16-bit versions have arrived and they're just as good as the 32-bit versions.
★ ACE RATED 981

ADVENTURES

After a brief surge of RPG_related popularity, the traditional text-entry adventure is rapidly disappearing. But for those of you who savour the powers of the imagination, the verbal twist, and the thrill of encountering other characters, this game genre still has much to recommend it. Here are some of the all-time great computer fantasies...

BEYOND ZORK
Infocom/Activision ● C64 £19.99dk ● PC £24.99dk ● Amiga £24.99dk ● Atari ST £24.99dk

Infocom's attempt to muscle in on the role-playing market is a great success. Locate the fabulous Coconut of Quendor in a game that combines the wit and ingenuity of one of the world's most original software companies with state-of-the-art parsing and gameplay. Text-only, but with an on-screen mapping facility.
★ ACE RATED 902

CORRUPTION
Rainbird ● Atari ST £24.95dk ● Amiga £24.95dk ● PC £24.95dk ● Spectrum £15.95dk ● C64 £17.95dk ● Amstrad 6128 £19.95dk

This tale of insider dealings, infidelity and crooked business deals is unlikely to appeal to adventurers who prefer to wander through vast dungeon networks seeking treasure. But for those who are fed up with traditional adventuring, it's like a breath of fresh air. Superb graphics, great atmosphere and a nail-biting plot makes this a terrific game that grips from the start.
★ ACE RATED 920

FISH
Magnetic Scrolls ● PC £24.99dk Amiga £24.99dk

More gameplay than *Corruption*, better game design than *Jinxter*, and not as quirky as *The Pawn*. This is definitely MS's best release since *Guild Of Thieves*. Good stuff indeed.
★ ACE RATED

GUILD OF THIEVES
Rainbird ● C64 £19.95dk ● Spectrum £15.95dk ● Amstrad 6128 £19.95dk ● Amiga £24.95dk ● Atari ST £24.95dk ● PC £24.95dk

One of Britain's newer adventure software houses – Magnetic Scrolls – managed to produce a traditional treasure hunt with superb graphics and some very tricky puzzles. Powerful parser helps to create a convincing game world with humour and imagination.
★ ACE CLASSIC

INGRID'S BACK
Level 9 ● Atari ST £19.95dk

A great follow-up to *Gnome Ranger*. Level 9 have really got to grips with the use of characters in their games and how to program them very effectively.
★ ACE RATED 920

JEWELS OF DARKNESS
Rainbird ● C64 £14.95cs ● Spectrum 128 £14.95cs ● Amstrad £14.95cs £19.95dk ● PC £19.95dk ● Amiga £19.95dk ● Atari ST £19.95dk

Level 9 have put together three of their classic releases, *Colossal Adventure*, *Dungeon Adventure* and *Adventure Quest* in one bundle. The games have been updated with graphics and larger vocabularies and are as close to the original spirit of adventuring as you're likely to find.
★ ACE CLASSIC

LURKING HORROR
Infocom/Mediagenic ● C64 £19.99dk ● ST £24.99 I Amiga £24.99 ● PC £24.99

Infocom's tribute to H.P. Lovecraft and the horror-fantasy genre sends you into a cold sweat as you discover something very nasty lurking beneath your college laboratory. Superb text-only game that defies you to play it after dark...
★ ACE CLASSIC

TIME AND MAGIK
Mandarin ● Spectrum £14.95cs £14.95dk ● C64 £14.95cs £14.95dk ● Amstrad £14.95cs £14.95dk ● Atari ST £19.99dk ● Amiga £19.99dk ● PC £19.99dk

This compilation of the Level 9 games, *Lords Of Time*, *Red Moon* and *The Price Of Magik* have been re-vamped with better parsing, bigger vocabularies and pictures added. Superb value if you don't already own them.
★ ACE RATED 919

ZORK ZERO
Infocom Versions due out about now. Watch this space for price info. Highly enjoyable with a variety of challenges that make for instant addiction. A bit more character interaction would have made this a real humdinger, but even so it remains one of the best games of the year so far.
★ ACE RATED

PUZZLES

If you're after a game that will provide you with a real challenge, without necessarily requiring large doses of strategic thinking, then it's a puzzle game you want.

BONE-CRUNCHER
Superior Software ● C64 £9.95cs11.95dk ● Amiga £14.95

At first sight this recent release may appear to be nothing more than a boulderdash rip-off. However there are a number of innovative gameplay features which give Bonecruncher a feel all of its own. Highly recommended for those who prefer to solve problems rather than shoot them.
★ ACE RATED 948 – AMIGA

BOULDERDASH
Prism Leisure Corporation ● Spectrum £2.99cs ● C64 £2.99cs ● Amstrad £2.99cs

A game that has everything – instant addiction, long-term challenge, frenetic excitement as the clock ticks down and extremely tricky puzzles. You must collect jewels hidden in caverns, digging away earth and boulders to get tat them. Boulders can drop and cause you serious damage, while the jewels are often hidden by seemingly impenetrable walls. Complex but great fun. Boulderdash is a classic you can't afford to miss in its budget incarnation.
★ ACE CLASSIC

DEFLEKTOR
Gremlin/Vortex ● C64 £9.99cs ● Spectrum £7.99cs ● ST £19.95dk

Optics are the order of the day here (not the spirit dispensers) as the player tries to connect a laser beam to a receiver and at the same time destroy a

number of cells that are on screen as well. You'll need to make full use of the mirrors, fibre-optic conduits and polarising and refracting blocks if you're to achieve your aim. Clear the first screen and you'll only have 59 more to do. Fascinating stuff that's horribly addictive.
★ ACE RATED 906 – ST

NEBULUS
Hewson ● C64 £9.99cs £14.99 dk● Atari ST £14.99 dk

Guide pogo to the top of eight towers using the spiral of platforms, lifts and ledges that form the route. It's a highly original game that strikes a fine balance between frustration and addiction, added to which is the rotary scroll, thus making it a good-looking, playable winner of a game.
★ ACE RATED 943 - C64

SENTINEL
Firebird ● Spectrum £9.95 cs ● C64 £9.95cs £14.95dk ● Amstrad £9.95cs £14.95 dk ● Atari ST £19.95dk ● Amiga £19.99dk

Bizarre and compelling strategy game played over the chequered surface of a planet dominated by the Sentinel. Fundamentally you have to absorb energy while trying to stop the Sentinel from absorbing yours. A clean brain and fast trigger finger are both necessary in this very original and large - 10,000 possible landscapes - game.
★ ACE RATED 963 - AMIGA

SKULL DIGGERY
Nexus● Atari ST £19.95

Boulderdash clone that completely outdoes the original on this particular machine. Again (see Boulderdash above) you're digging for diamonds in caverns over a hundred different screens - with a time limit for each screen. Skulldiggery scores on playability (easier screens to begin with and a choice of starting point) and its entertaining two-player option.
★ ACE RATED 919 - ST

SPORE
Bulldog ● C64 £1.99cs ● Amstrad £1.99cs ● Spectrum £1.99cs

The winning combination of strategy, frenzied blasting and great graphics make Spore a worthy full-priced release - what a bargain then to be able to pick it up for £1.99!
★ ACE RATED 919 - C64

TETRIS
Mirrorsoft ● Spectrum £8.99 cs ● C64 £8.99cs £12.99dk ● Amstrad £8.99cs £12.99 dk ● Atari ST £19.95dk ● Amiga £19.99dk ● IBM PC £19.99dk

A fascinating geometrical oddity, this Russian puzzler turns the obscure mathematical topic of packing into a cult game. One at a time, shapes fall downwards into a rectangular playing area. Left to their own devices they'll pile up until they reach the top of the screen; your task is to guide them down and pack them tightly so that doesn't happen. Different versions have proved to be rather variable in their arcade aspects, but the brilliantly simple idea behind them means they're well worth a look whatever your machine.
★ ACE RATED 959 - C64

THINK!
Firebird ● C64 £1.99cs ● Amstrad £1.99cs ● Spectrum £1.99cs

Originally released by Ariolasoft at full price, but now available for a fraction of that from Firebird. It's a horribly addictive game played on a 6x6 grid - either one or two player - in which you attempt to connect four counters, horizontally, vertically or diagonally.
★ ACE CLASSIC

XOR
Logotron ● BBC £9.95cs £12.85dk ● Amstrad £9.95cs £14.95dk● Spectrum £7.95cs

Extremely tricky maze game involving the player controlling two shields, and collecting masks through 15 mazes, which increase in complexity as you progress. Also in later stages, fish and chickens lie in wait, often blocking the masks and just waiting to fall on you and bring your quest to a premature end. Later still, things hot up as bombs, transporters and dolls conspire against you. Smooth scrolling, simple graphics, this one requires planning to complete successfully.

SPECIALS

Original works that are simply unclassifiable feature in this section.

ATF
Digital Integration ● C64 £8.95cs £12.95dk ● Amstrad £8.95cs £12.95dk● Spectrum £8.95cs £13.95dk

Excellent combat/flight simulator that's a bit of a change for Digital Integration, the simulation specialist. The emphasis is on solid action, the result being a sure-fire hit.
★ ACE RATED 956 - SPECTRUM

DARK SIDE
Incentive ● C64 £9.95cs £14.95dk ● Amstrad £9.95cs £14.95dk● Spectrum £9.95cs £14.95dk

The second game using the Freescape programming system, which sets more of an arcade challenge. The 3-D graphics are again superb as are the tasks and puzzles.
★ ACE RATED 915 - AMSTRAD

ELITE
Firebird ● C64 £14.95cs £17.95dk ● Amstrad £12.95cs £14.95dk● Spectrum £14.95cs ● BBC £13.95cs £14.95dk (available from Superior software)

Still the best space trading game, Elite set a standard for other companies to follow. One of the first space games to use vector graphics, it's a shooting and trading effort set across several galaxies, with plenty of variety to the game play. You can trade legal goods in (relatively) safe systems, or run the gauntlet of pirates in the galaxies' danger spots with your hold full of contraband. Either way there's a nice line in zero-G dogfighting, and as big a task as you'll find anywhere.
★ ACE CLASSIC

INCREDIBLE SHRINKING SPHERE
Electric Dreams ● C64 £8.99cs £14.99dk ● Amstrad £9.99cs £14.99dk ● Spectrum £9.99cs £14.99dk ● Atari ST £19.99dk ● Amiga £24.99dk

A manic maze world where mass, size and inertia combine to provide wicked gameplay. Tricky puzzles and endless nasty obstacles will have you rolling around in delight.
★ ACE RATED 923 - C64

M1 TANK PLATOON
Microprose ● PC £39.99dk

This is a welcome break from flight-sims that boasts enough detail to keep even the most compulsive nit-picker happy, and at the same time has a breadth of challenge and combat scenarios that should satisfy the most ardent gamester. A winner.
★ ACE RATED 926

MAGNETRON-
Firebird ● C64 £8.95cs £12.95dk ● Spectrum £8.95cs £12.95dk

Puzzles and action Steve Turner style. Save the world by dismantling eight satellites. Steal parts from enemy droids to upgrade your own droid and hopefully make your job a little easier. The ideal game for Quazatron fans looking for a similar, new challenge.
★ ACE RATED 904 - SPECTRUM

QUEDEX
Thalamus ● C64 £9.95cs £14.95dk

In this impressively challenging game you must steer a metallic ball through ten different screens of mazes, bonuses and obstacles, all within a set time limit. This simple game concept has a host of added features to make it particularly pleasing: you can carry over unused time to the next screen, for example, and tackle the different screens or 'planes' in any order you wish. Excellent graphics and utterly absorbing play.
★ ACE RATED 934 - C64

SPINDIZZY
Electric Dreams ● C64 £9.95cs £14.95dk ● Spectrum £9.95cs ● Amstrad £9.95cs £14.95 Disk

Tremendous stuff; steer your spinning top over tough obstacles and collect jewels, against a fiendish time limit. The game landscape is a vast system of catwalks, ramps, towers and trampolines surrounded by lethal drops - and NO safety rails. Floor switches activate lifts and bridge traps, but tripping them in the right order can be harder than it looks. A few bad guys and a lot of nice touches, but the explorations the thing.
★ ACE CLASSIC

STARGLIDER II
Rainbird ● Atari ST £24.95dk ● Amiga £24.99dk

One of the finest examples of a game using vector graphics to their full advantage, gets the solid 3D treatment and comes out looking every bit a winner. You've got a large task to complete and there's plenty of Egron's to destroy, making this combination of blasting and exploration that stands head above the competition.

WARNING!
Games can damage your health. ACE recently handed a copy of *Ultima V* (see the RPG section on the next page) to a member of a leading City institution who 'never played games.' The gentleman, unfortunately, had a PC at home.
When we attempted to contact the man the next day, we were told he was 'off sick'. He remained on the sick list for three weeks.
At the end of the three weeks, ACE received a complete guide to...*Ultima V*...

★ ACE RATED 927 - ST

STAR TREK V
Mindscape ● PC £34.99dk ● MAC £34.99dk

This is easily the best interpretation of Star Trek yet. The gameplay provides absorbing and challenging hours of fun. A must for Trekkies and an entertaining space strategy /simulator for everyone else.
★ ACE RATED 930

TAU CETI/ ACADEMY
CRL ● C64 £9.95cs £14.95dk ● Amstrad £9.95cs £14.95dk ● Spectrum £9.95cs ● Atari ST £19.99dk ● Amiga £19.95

Flight simulator/shoot 'em up and its sequel which are both incredibly smooth and well put together. The attention to detail is impeccable as you set off on hair-raising missions as a space cadet. In Academy you get to design your own space skimmer craft as well.
★ ACE CLASSIC

TOTAL ECLIPSE
Incentive ● C64 £9.95cs £12.95dk ● Amstrad £9.95cs £12.95dk ● Spectrum £9.95cs

'Ere, You!!

Did you fill in the questionnaire on page 86?? £££ of software can be won by those who tell us their deepest, darkest secrets...

MEGADRIVE – 16 BIT SEGA SEGA MEGA DRIVE

ONLY MENTION MEGADRIVES OFFER THE FOLLOWING:-

1. ALL ARE PAL/RGB (SCART, AMSTRAD, 10845 MONITORS ETC).
2. COMPOSITE PAL OUTPUT:- NOT INFERIOR VERSIONS WHERE THE DATA BUS CANNOT BE USED ON FUTURE GAME/PERIPHERALSS.
3. COMPATIBLE WITH JAPANESE/AMERICAN/FUTURE UK 16 BIT & 8 BIT GAMES. THIS IS CURRENTLY THE ONLY MEGADRIVE COMPATIBLE WITH *ALL* 16 BIT SYSTEMS ON SALE IN THE UK/EUROPE.
4. WORKS IN *EVERY* PAL SYSTEM (WITHOUT A LEAD HANGING FROM THE BACK!!)

***ONLY* £199.95** WITH FREE GAME (ALTERED BEAST, SPACE HARRIER II, SUPER THUNDER BLADE, ALEX KIDD).
ALL TITLES IN STOCK. RING FOR DETAILS

PC ENGINE PLUS

PC Engine Plus

OUR PC ENGINE WORKS WITH ALL PERIPHERALS NOW (SEE NOVEMBER ISSUE OF ACE MAGAZINE FOR EXCLUSIVE REVIEW).
NEW MACHINES IN STOCK. ALL SOFTWARE AND HARDWARE IN STOCK. EG ALTERED BEAST ON CARD & CD ROM. EVERYTHING IN STOCK. RING FOR DETAILS.

NINTENDO & GAMEBOY

RUN JAPANESE NINTENDO GAMES IN THE UK/EUROPEAN NINTENDO SYSTEM. JAPANESE GAME CONVERTORS STILL IN STOCK & OVER 30 TITLES CURRENTLY AVAILABLE. EG ROBO COP, AFTER BURNER ETC.
GAMEBOYS IN STOCK NOW.

ATARI LYNX AND 7800

7800 AMERICAN TITLES CONVERTED TO RUN ON THE UK ATARI 7800 SYSTEM. RING FOR DETAILS. HAND-HELD ATARI LYNX IN STOCK SOON.

PERSONAL ARCADE PLUS MACHINE

THE NEW "HOME ARCADE" IS AVAILABLE NOW! (SEE THE COMPUTER PRESS FOR DETAILS).
THIS *ARCADE CABINET* RUNS *ALL CONSOLES & COMPUTERS AND* ARCADE PCBS!!!
IT IS METALLIC SILVER AND FEATURES 100% ARCADE JOYSTICKS, FIREBUTTONS ETC!
WARNING *MICROMEDIA TV* PC ENGINES CANNOT BE USED IN THE PERSONAL ARCADE PLUS (ALL OTHER PC ENGINES ARE FULLY COMPATIBLE). RING FOR DETAILS.

MENTION TECHNICAL SERVICES

0436-78827
0803-606146

PO. BOX 18
HELENSBURGH

ALL MAJOR CREDIT CARDS TAKEN.

TRADE ENQUIRIES:– ACTIVE SALES & MARKETING 01-384 2701

S.D.C. 60 Boston Road, London, W7 3TR

Other branches – 309 Goldhawk Road, London, W12 8EZ
18 Market Square, Leighton Buzzard, Beds
* Unit 33-34 Romford Shopping Hall, Romford
* 675 Holloway Rd, Archway, London N19
(OPEN 7 DAYS 10am-8pm)

BUY BY PHONE
01-741 1222
01-995 3652
0525 371884

ENQUIRIES
01-567 7621
Office hours 10am - 6pm
5 days

PRICE PROMISE

If you wish to purchase any product from our list and find that you can buy the same product cheaper from another mail order company, simply enclose the lower amount, stating the name of the other company and where you saw the advert. (It must be the current issue). Price Promise does not apply to other companies "Special Offers".

Title	Spectrum	C64	AMS Cass	AMS Disc	ST	Amiga
3D Pool	6.99	6.99	6.99	10.50	15.99	15.99
A.P.B.	6.99	6.99	6.99	10.50	12.99	12.99
Action Flight	6.99	6.99	6.99	10.50	15.99	15.99
Altered Beast	7.99	7.99	7.99	11.99	14.99	17.99
Astaroth	N/A	N/A	N/A	N/A	15.99	15.99
Balance of Power 1990	N/A	N/A	N/A	N/A	15.99	15.99
Barbarian II	4.99	4.99	6.99	10.50	12.99	15.99
Batman II	6.50	6.50	6.50	9.99	11.99	14.99
Batman the Movie	6.50	6.50	6.50	10.50	11.99	14.99
Beach Valley	5.99	6.50	6.50	10.50	11.99	14.99
Blood Money	N/A	N/A	N/A	N/A	16.99	21.99
Bloodwych	6.99	6.99	6.99	10.50	15.99	15.99
Cabal	5.99	6.50	6.50	10.50	11.99	14.99
Carrier Command	6.99	6.99	6.99	10.50	15.99	15.99
Center Fold Squares	N/A	N/A	N/A	N/A	12.99	12.99
Chase HQ	5.99	6.50	6.50	10.50	11.99	14.99
Continental Circus	7.99	7.99	7.99	11.99	14.99	14.99
Crazy Cars II	5.99	5.99	5.99	9.99	11.99	14.99
Cybernoid II	5.90	7.25	7.25	10.50	13.99	13.99
Days of the Pharogh	N/A	N/A	N/A	N/A	17.99	17.99
Dominator	8.50	8.50	8.50	12.50	N/A	17.99
Double Dragon	6.50	6.99	6.99	10.99	12.99	12.99
Dr Doom's Revenge	6.99	6.99	6.99	10.50	12.99	15.99
Dragon Ninja	5.50	6.50	6.50	9.99	11.99	14.99
Dragon Spirit	6.99	6.99	6.99	10.50	12.99	12.99
Dynamite Dux	6.99	6.99	6.99	10.50	12.99	15.99
Eliminator	5.50	6.50	6.50	10.50	6.99	6.99
Emlyn Hughes Int Soccer	6.99	6.99	6.99	10.99	N/A	N/A
F-16 Combat Pilot	10.99	10.99	10.99	14.50	15.99	15.99
F-16 Falcon	N/A	N/A	N/A	N/A	14.99	18.99
F29 Retaliator	N/A	N/A	N/A	N/A	11.99	14.99
Falcon Mission Disk	N/A	N/A	N/A	N/A	12.99	12.99
Football Manager II	5.95	5.95	5.95	10.50	12.99	12.99
Forgotten Worlds	7.50	8.50	8.50	12.50	14.99	14.99
Future Wars	N/A	N/A	N/A	N/A	15.99	15.99
Gemini Wing	6.99	6.99	6.99	10.99	12.99	12.99
Grand Prix Circuit	N/A	N/A	N/A	N/A	17.99	17.99
Gunship	6.95	10.50	10.50	12.99	15.95	15.95
H.A.T.E	8.50	8.50	8.50	N/A	14.99	17.99
Heat Wave	6.99	6.99	6.99	12.99	N/A	N/A
Hostages	N/A	6.99	N/A	N/A	15.99	15.99
Indiana Jones Last Crusade	7.50	8.50	8.50	12.50	14.99	14.99
Interphase	N/A	N/A	N/A	N/A	15.99	15.99
Kenny Dalglish Soccer Manager	5.50	6.99	6.99	8.99	12.99	12.99
Kick Off	N/A	6.99	N/A	N/A	12.99	12.99
Laser Squad	6.99	6.99	6.99	12.99	12.99	12.99
Last Ninja II	6.99	6.99	6.99	10.99	17.99	17.99
Licence To Kill	6.99	6.99	6.99	10.50	12.99	12.99
Master Grand Prix	6.99	6.99	6.99	10.50	12.99	12.99
Maze Mania	6.99	6.99	6.99	10.50	N/A	N/A
Microprose Soccer	6.50	10.99	10.99	13.99	15.99	15.99
Monster	N/A	8.50	N/A	N/A	14.99	14.99
Mr Heli	6.99	6.99	6.99	10.50	15.99	15.99
Newzealand Story	5.99	6.50	6.50	10.50	11.99	14.99
Obliterator	6.99	6.99	6.99	10.99	15.99	15.99
Oil Imperium	N/A	N/A	N/A	N/A	17.99	17.99
Operation Neptune	6.50	6.50	6.50	10.99	15.99	15.99
Operation Wolf	5.50	6.50	6.50	10.99	11.99	14.99
Outrun Europa	N/A	N/A	N/A	N/A	11.99	11.99
Paperboy	2.99	2.99	2.99	N/A	12.99	12.99
Player Manager	6.99	6.99	6.99	10.50	12.99	12.99
Populous	N/A	N/A	N/A	N/A	16.99	16.99
Populous: Promised Lands	N/A	N/A	N/A	N/A	7.99	7.99
R-Type	7.25	5.99	7.25	10.99	13.99	16.99
R.V.F. Honda	N/A	N/A	N/A	N/A	15.99	15.99
RAC Lombard Rally	N/A	N/A	N/A	N/A	15.99	15.99
Rainbow Island	6.99	6.99	6.99	10.50	15.99	15.99
Ralley Cross	6.99	6.99	6.99	10.50	12.99	12.99
Red Heat	5.50	6.50	6.50	9.99	10.99	14.99
Renegade	2.99	5.99	5.99	10.50	11.99	15.99
Renegade III	6.50	6.50	6.50	10.50	10.99	14.99
Rick Dangerous	6.99	6.99	6.99	10.50	N/A	N/A
Robocop	6.50	6.50	6.50	10.50	11.99	14.99
Rocket Ranger	N/A	N/A	N/A	N/A	15.99	18.99
Run the Gauntlet	6.50	6.50	6.50	10.50	11.99	15.99
Running Man	6.99	6.99	6.99	10.50	15.99	15.99
Shinobi	6.99	6.99	6.99	N/A	12.99	12.99
Silkworm	6.99	6.99	6.99	N/A	12.99	12.99
Silpheed	N/A	N/A	N/A	N/A	17.99	21.99
Sleeping Gods Lie	N/A	N/A	N/A	N/A	14.99	14.99
Speedball	N/A	4.99	N/A	N/A	9.99	9.99
Spherical	N/A	8.50	N/A	N/A	14.99	14.99
Stealth Fighter	6.95	10.50	10.50	12.99	15.95	N/A
Steel	N/A	N/A	N/A	N/A	12.99	12.99
Steve Davis Snooker	1.99	1.99	1.99	N/A	13.99	13.99
Stormtrooper	N/A	N/A	N/A	N/A	12.99	14.99
Strider	7.50	7.50	7.50	10.99	17.99	17.99
Targhan	N/A	N/A	N/A	N/A	15.99	15.99
The Munchers	6.50	8.50	N/A	N/A	16.50	16.50
The Real Ghostbusters	7.99	7.99	7.99	12.50	13.99	16.99
The Untouchables	6.50	6.50	6.50	10.50	11.99	14.99
Thunderbirds	8.99	8.99	8.99	10.50	15.99	15.99
Time Scanner	7.50	7.50	7.50	11.50	14.99	17.99
TinTin on the Moon	N/A	N/A	N/A	N/A	12.99	12.99
Ultimate Golf	N/A	7.99	N/A	N/A	15.99	15.99
Vigilante	7.50	8.50	8.50	10.50	11.99	11.99
Voyager	N/A	N/A	N/A	N/A	11.99	14.99
WEC Le Mans	6.50	6.50	6.50	9.99	11.99	14.99
War in Middle Earth	6.99	6.99	6.99	12.99	12.99	12.99
Weird Dreams	N/A	6.99	N/A	N/A	15.99	15.99
Xenon II – Megablast	N/A	N/A	N/A	N/A	15.99	19.99
Xenophobe	N/A	6.99	N/A	N/A	15.99	15.99
Xybots	6.99	6.99	6.99	10.50	12.99	12.99

ST Special Offers

Action Service	5.99	M1 Print	3.99
Barbarian	7.99	M-Disk Plus	3.99
Billiards	4.99	M-Cache	4.99
Bubble Ghost	4.99	Peter Beardsleys Int.	8.99
Captain Blood	9.99	Powerplay	4.99
Corruption	7.99	Purple Saturn Days	9.99
Deja Vu	6.99	Return of Jedi	9.99
Dragon Scape	4.99	Spidertronic	8.99
Empire Strikes Back	9.99	Star Wars	9.99
Fish	7.99	Teenage Queen	7.99
Get Dexter II	2.99	Tetra Questa	6.99
Gold Rush	13.99	T.N.T	4.99
Iball or Thrust	3.99	Wanted	2.99
Kings Quest IV	14.99	Waterloo	15.99
Manhunters	14.99	Zynaps	5.99

Amiga Special Offers

3 Stooges	8.99	Powerplay	4.99
Action Service	5.99	Prison	4.99
Backlash	4.99	Purple Saturn Days	9.99
Billiards	4.99	Return of Jedi	9.99
Captain Blood	9.99	Space Quest II	9.99
Chariots of Wrath	15.99	Spidertronic	8.99
Conflict in Europe	15.99	Spitting Images	6.99
Corruption	7.99	Star Wars	9.99
Driller	8.99	Wanted	2.99
Empire Strikes Back	9.99	Waterloo	15.99
Espionage	4.99	Zynaps	5.99
Flintstones	4.99	**TRIAD**	Only 12.99
Hostages	9.99	**Starglider +**	
Pacmania	9.99	**Defenders of Crown +**	
POW	12.99	**Barbarian/Psygnosis**	

Spectrum Special Offers

Arkanoid	3.99	Megahits	3.99
Armageddon Man	3.99	Ms. Pacman	1.99
ATF	3.99	Never Ending Story	0.99
Barbarian	3.99	Pole Position	1.99
Captain Blood	2.99	Quill + Illustrator	7.99
Chartbusters	5.99	Rastan	3.99
Computer Classics	4.99	Return of the Jedi	4.99
Computer Hits III	3.99	Roy of Rovers	3.99
Cybernoid	3.99	Skate Crazy	3.99
Damned Forest	0.99	Star Wars	4.99
Empire Strikes Back	4.99	Side Walk	1.99
Gryzer	3.99	Time and Magick	4.99
Handball	0.99	The Realm	0.95
Implosion	1.99	Trivial Pursuits	5.99
Marauder	3.99	Wizball	3.99

C64 Specials

Arkanoid II	3.99
Bubble Ghost	1.99
Captain Blood	3.99
Cauldron I or II	1.99
Chartbusters	5.99
Computer Classics	4.99
Empire Strikes Back	4.99
Football Director	2.99
Renegade	3.99
Return of Jedi	4.99
Rim Runner	1.99
Star Wars	4.99
Stiff Lip + Co	1.99
Trivial Pursuits	5.99
Warlocks Quest	1.99

Amstrad Specials

Arkanoid II	3.99
Barbarian	2.99
Chartbusters	5.99
Computer Classics	4.99
Cybernoid	3.99
Empire Strikes Back	4.99
Fernandez Must Die	2.99
Get Dexter II	1.99
Marauder	3.99
Quill + Illustrator	7.99
Return of Jedi	4.99
Star Wars	4.99
Trivial Pursuits	5.99
Tetris	1.99
Wizball	3.99

NB: NOT ALL TITLES MAY BE RELEASED ON ALL FORMATS. PLEASE RING TO CONFIRM AVAILABILITY. NEW TITLES WILL BE DESPATCHED ON DAY OF RELEASE.
ANY GAME NOT LISTED PLEASE CONTACT US, FOR PRICES AND LISTS OF SOFTWARE. THESE ARE MAIL ORDER PRICES ONLY.

S.D.C. ORDER FORM (ACE DECEMBER)

Please send the following titles. BLOCK capitals please!

Type of computer _____ Amount

Name _____

Address _____

Postcode _____

Tel. No. _____

Total Enclosed

Talkin Trilogy only £7.99
Hobbit + Lord of the Rings + Shadow of Mordor Spec, C64 or Ams!!

Please make cheques or postal orders payable to S.D.C.
Orders under £5 please ADD 50p p&p. Over £5 p&p is **FREE.** Europe please add £1 per tape. Elsewhere please add £1.50 per tape.

ACCESS VISA

*** Personal callers only**

TRIAD 2
MENACE, BAAL & TETRIS
ST & AMIGA
ONLY £15.99

RPG

Role-playing games have exerted an enormous influence on modern game-styles. They combine the atmosphere of text adventures with the action of arcade games and the brain exercise of strategy – but their graphical presentatio tends to be weaker than other game genres. Gameplay centres around developing characters by raising their experience and skill levels in conflict with other, computer-controlled nasties. All that – and a quest too....

£14.95dk

The third game using the Freescape system is a bit of a departure from the first two, but it's still an incredible game. In total eclipse you're battling against time back in the 1930's trying to prevent the moon exploding. For arcade adventurers who love puzzles, the Freescape system is a godsend.
★ ACE RATED 907 - AMSTRAD

WIZBALL
OCEAN ● C64 £8.95cs £14.95dk ● Amstrad £8.95cs $12.95dk ● Spectrum £8.95cs £14.95dk

Become Wizball and conquer the 'colour creatures' which are intent on eliminating the spectrum and rendering the landscape grey and drab. One of the most playable games around, despite the simple scenario.
ACE Classic

THE BARD'S TALE II
Electronic Arts, C64 £16.95, Amiga £24.95dk

The highly successful predecessor to Bards Tale III. BT II has the advantage of being slightly easier to advance. THe Amiga version features some very nice sampled monk chants when you enter a temple and excellently coloured graphics. And of course, you can update your favourite characters, their attributes and equipment for use in BT III.
★ ACE RATED 920

THE BARD'S TALE III
Electronic Arts ● C64 £14.95dk

The latest *Bard's Tale* game offers a number of refinements over its predecessors (all of which are still well worth taking a good look at). First, the graphics are better animated. Second, there are ranged combat routines which take careful account of the distance between you and your opponents. Finally, the game's large and represents excellent value for money.
★ ACE RATED 920

BATTLETECH
Infocom, PC £29.95, ST

Battletech features some incredible cartoon sequences, arcade style action, role play and strategy. In short a complete, full game. A brilliant RPG purchase even though it missed out on an Ace rating.
★ ACE RATED 801

DUNGEON MASTER
Electronic Arts ● C64 £14.95dk

Quoted as being a "milestone in Advanced Computer Entertainment", *Dungeon Master* offers 14 levels, loads of spells, atmospheric graphics and sound. All going to make *Dungeon Master* one of the best roleplaying adventures to have appeared on any machine.
★ ACE RATED 949

POOL OF RADIANCE
US GOLD /SSI ● C64 £14.99dk

SSI were very brave to attempt to capture the complex concept of the AD&D system on a computer, but they managed superbly. An RPG-influenced game that will appeal to not only AD&D fans but to anyone looking for an enthralling game that will keep them playing for months.
★ ACE RATED 921

ULTIMA V
OriginSystems/Microprose ● C64 £24.95dk ● PC £29.95 ● ST/Amiga to be announced

BRAIN GAMES

Fed up with mindless blasting? Want a game that offers you an opponent who's worthy of your skills? Then this is your section...

CHESS MASTER 2000
Electronic Arts ● C64 £9.95cs £14.95dk ● Amiga £24.95dk ● Atari ST £24.95dk ● IBM PC £24.95dk

Strongest chess game on the Amiga, with excellent graphics, 2D or 3D viewpoint, 12 levels of difficulty and all the playing options you could wish for. Plus some fairly nifty speech synthesis.
★ ACE CLASSIC

COLOSSUS CHESS 4
CDS ● C64 £9.95cs £14.95dk ● Amstrad £9.95cs £14.95dk● Spectrum £9.95

Best bet for 8-bit machine owners, with a choice of 2D or 3D view, umpteen levels of difficulty, and a myriad options which enable you to play, watch, work out chess problems, etc against a fine computer opponent.
★ ACE CLASSIC

COLOSSUS MAH JONG
CDS ● C64 £9.99cs £14.99dk ● Amstrad £9.99cs £14.99dk

Rummy-like oriental game of stratagy and chance. A tutor program and a short manual make this an easy to use and highly entertaining piece of software for veterans and novices alike..
★ ACE RATED 937 - C64

INFOGRAMES' BRIDGE
Infogrames ● Amstrad £12.95cs £15.95dk ● MSX £12.95

Graphically the best of all contract bridge simulations, with large playing cards depicted against a suitably green baize background. Plays a good game (for a computer, which after all is a bit short in the imangination and flair department), and features a wide range of options and bidding conventions which you can toggle of according to your style.
★ ACE CLASSIC

POWERPLAY
Arcana ● C64 £8.95cs £14.95dk ● Amstrad £8.95cs £14.95dk ● Amiga £19.95dk ● Atari ST £19.95dk

If you want to try out your general knowledge, we reckon you'd be better off with this original and challenging combination of strategy game and quiz than with the admittedly monster selling Trivial Pursuits. Powerplay is graphically very pretty in its setting on Mount Olympus, home of the Gods.
★ ACE RATED 935 - Amiga

SCRABBLE
Leisure Genius ● C64 £12.95cs £14.95dk ● Amstrad £9.95cs £14.95 ● IBM PC £24.95dk

The hugely popular word game translated very successfully onto the micro. Fast, excellent display, and a suprisingly large vocabulary (even if it does include some strange looking words on some occasions). Good enough to give even strong human opponents a tough game at the higher levels.
★ ACE CLASSIC

WAR GAMES

Fancy yourself as a master of grand strategy, marshalling hordes of troops and sending them of to do battle on your behalf? Look no further than the ACE war games section...

ARNHEM
CCS, Spectrum £8.95cs, Amstrad £9.95cs, C64 £9.95cs

One of the oldest quality wargames featured in the section, Arnham was easioly the best in the field. It has all the expected atmosphere, five seperate scenarios and one of the toughest computer opponents you could ever wa't to meet. A thoroughly absobing wargame which can be classed as one of the old masters.
★ ACE RATED 910

CONFLICT EUROPE
Mirrorsoft, ST 24.99, Amiga £24.99, PC TBA

The 16 bit progression of Theatre Europe. Lots of extra graphical and sound effects. The computer controlled intelligence was marginally sophisticated but still enough to give a challenging game. The correct balance between strategy and exitement throughout. Great for beginners and intermediate players.
★ ACE RATED 882

THEATRE EUROPE
PSS, Spectrum £9.95cs, C64 £0.95cs £14.95dk, Amstrad £9.95cs £14.95dk

The perfect game for 8 bit owners who go green with envy when they look at Conflict Europe. Theatre Europe is the forerunner to the excellent 16 bit game. The graphics and overall play are not as sophisticated, but on the whole it still is one heck of a game.
★ ACE RATED 915

UMS
Rainbird, ST £24.95, PC £24.95, Macintosh £34.95, Amiga £24.95

Probably the greatest war game to date. UMS' uniqe 3D systems enables the creation of almost any battle in history. As well as a very sophisticated computer opponents yet. On top of this are add on scenarios and a very neat contruction kit to keep you going for even longer. An essential purchase
★ ACE RATED 907

FLIGHT SIMULATIONS

How about flying the latest US Stealth Fighter on a mission over Siberia? Or perhaps a quick flight over Hawaii would be more relaxing? Computer flight simulations can fulfill any flight of fancy

BATTLEHAWKS 1942

Lucasfilm Games/US Gold ● ST £24.95dk ● Amiga £24.95dk ● PC £24.95dk

A WWII naval air combat simulator covering the four most important battles of the 1942 Pacific war. For knuckle-whitening action this one has everything – the sense of 'being there' is tremdous. Thrilling and surprisngly addictive stuff.

★ ACE RATED 928

BOMBER

Activision ● Spectrum £14.99cs £19.99dk ● C64 £14.99cs £19.99dk ● Amstrad £14.99cs £19.99dk ● ST £24.99dk ● Amiga £24.99dk ● PC £34.99dk

Vector Grafix has spent a long time on this one – and it certainly shows. The game gets the balance just right between convincing simulation and entertaining game. Highly recommended.

★ ACE RATED 925

CHUCK YEAGER'S ADVANCED FLIGHT TRAINER

Electronic Arts ● Spectrum ● C64 ● CPC ● ST ● Amiga ● PC £24.95dk

Fly a multiude of aircraft from an early bi-plane to the Space Shuttle. It's entertainingly different from your standard flight sim and there's so much in this game that it will take many hours of instructive fun to experience and master all the available options.

★ ACE RATED 912

F-16 COMBAT PILOT

Digital Integration ● ST £24.95dk ● Amiga £24.95dk ● PC £24.95dk

This took nine person years to develop, and you can feel that quality of work when playing it – it's one of the most realistic flight sims on the market. If you are a connoisseur of flight simulators then this is an essential addition to your collection.

★ ACE RATED 970

FALCON

Spectrum Holobyte/Mirrorsoft ● ST £24.95dk ● Amiga £24.95dk ● PC £24.95dk ● MAC

If you really want the terror, exhilaration and sheer everything-happens-at-once confusion of combat flying, this game delivers. Make no mistake, this game is the real thing. An essential purchase for fast-jet fans.

★ ACE RATED 945

FLIGHT SIMUALTOR II

Sublogic ● C64 £39.95dk ● ST £49.95dk ● Amiga £49.95dk ● PC £49.95dk ● MAC £49.95dk

The flight sim that put the genre on to the map. Thoroughly realistic flight sim of a domestic Cessna plane, which is even used by flight schools to train would be pilots. Can be enhanced by a variety of Scenery Disks.

★ ACE CLASSIC

INTERCEPTOR

Electronic Arts ● Amiga £24.95dk

A low level flight sim with a hi level of fun.Purists may dispute the label 'simulator' – it certainly wouldn't train you to fly a real life Hornet – but this program combines realism and gameplay far too well for that to matter. If you want seat-of-the-pants air combat action, miraculous graphics and NO six month training period, look no further!

★ ACE RATED 934

RACING SIMULATIONS

In the first of an occasional series, ACE takes a special look at a particular game genre and the games that are worth a look, this month it's the turn of the venerable racing-simulation, as originally mentioned in our Burning Rubber feature in Issue 26...

LOMBARD RAC RALLY

Mandarin ● ST ● Amiga ● PC

Race through many types of terrain, such as mountain or forest, and through many types of weather condition, such as fog or night. The game has a nice atmosphere, and though the variety of gameplay may be a little low, it's still a game you'd be playing for a good while.

FERRARI FORMULA ONE

Electronic Arts ● ST £24.99dk ● Amiga £24.99dk ● PC £24.99dk

A bit old this one, but still a game that was way ahead of its time to start with. Take the wheel of a Formula One Ferrari racer on some of the most famous racecourses in the world. A true thoroughbred.

R.V.F.

Microstyle ● ST £24.99dk ● Amiga £24.99dk

The champion in the Best Sprite Based Racing Game stakes, and a superb simulation, this one puts you into the world of performance bike racing on none other than the Honda RVF750. Brilliant graphics, brilliant sound, brilliant game.

STUNT CAR RACER

Microstyle ● Spectrum £9.99cs £14.99dk ● C64 £9.99cs £14.99dk ● ST £24.99dk ● Amiga £24.99dk ● PC £24.99dk

This places itself in the annals of computer history as being one of the most amazing spectacles to watch, let alone play. The game is first-person perspective, with the outside world made up of really fast smooth filled vectors, and the impression of realism is unbelievable. An amazing experience, and a clear winner. Where can things go from here?

SUPER HANG ON

Electric Dreams ● Spectrum £9.99cs ● C64 £9.99cs £14.99dk ● Amstrad £9.99cs £14.99dk ● ST £24.99dk ● Amiga £24.99dk

Not so much a simulation as a perfect arcade conversion of a brilliant bike racing Sega coin-op. Great game, excellent conversion.

THE DUEL - TEST DRIVE II

Accolade ● C64 ● ST ● Amiga ● PC ● MAC

Accolade tried to right all the *Test Drive* wrongs with this sequel, and to an extent they succeeded. There's nothing serious about the game. It's just a lot of fun. It doesn't claim to be technically or visually accurate, but why should it?

Special Reserve

It's expensive not to join

Club Privileges

membership £5.00

- Bi-monthly Buyer's Guide each with details of 40 games.
- Membership card, Release Schedule and a folder for the Buyer's Guides.
- 24-hour despatch of stock items. Most lines in stock.
- Games sent individually by 1st class post. Most fit through your letter-box.
- 7-day hotline, until 8pm weekdays, 10 to 5.30 Saturdays, 11 to 5 Sundays.
- Written notification of delays and instant refunds on request.
- No commitment, no obligation to buy anything and no "minimum purchase".
- The best games, carefully selected, available at extraordinary prices.

We're miles cheaper than elsewhere. Below are a selection of offers at prices you might not believe. You can buy games at the same time as joining - or join now and select from our full catalogue. All items advertised are only for sale to members and are subject to availability.

Note: Upgrade to Official Secrets is offered to members of Special Reserve.

	AMIGA	ATARI ST	IBM 5.25	IBM 3.5	C64 Disk	CPC Disk	SPEC +3
ALTERED BEAST	15.99	12.99			9.99	9.99	
ARTHUR (INFOCOM)	16.49		17.49				
BAAL	6.99	6.99	14.99	14.99			
BALLISTIX	6.99	6.99	15.49				
BARBARIAN 2 (PSYGNOSIS)	14.99	14.99					
BATMAN THE CAPED CRUSADER	15.49	12.99	13.99		8.99	10.49	8.99
BATMAN THE MOVIE	15.99	15.99			10.49	10.49	10.49
BATTLE SQUADRON	15.99						
BATTLECHESS	16.49	16.49	17.49	17.49			
BATTLETECH (INFOCOM)	16.49	16.49	17.49		10.49		
BEACH VOLLEY	15.99	12.99			10.99	10.99	10.99
BEYOND DARK CASTLE	15.99						
BLADE WARRIOR	15.99	15.99	16.99				
BLOOD MONEY	14.49	14.49	14.99	14.99	8.49		
BLOODWYCH	15.49	15.49	16.49	16.49	8.99		8.99
BOMBER	18.49	18.49	21.49		12.49	12.49	
BRIDGE PLAYER 2000	14.49	14.49	14.49	14.49			
CABAL	15.49	13.49			10.49	10.49	10.49
CAPTAIN BLOOD	8.49				6.49		6.49
CARRIER COMMAND			21.99	21.99	9.99	9.99	
CHAOS STRIKES BACK		12.49					
CHESSMASTER 2000	16.49	16.49	16.49	16.49	10.49		
CHRONO QUEST	9.49	9.49					
CONFLICT EUROPE	16.49	16.49	17.49	17.49			
CONTINENTAL CIRCUS	12.99	12.99					
DARK FORCE							
DARK SIDE	16.49	16.49			12.99	12.99	12.99
DEFENDER OF THE CROWN	8.49	8.49	12.99	12.99	9.99		8.49
DEJA VU	12.49	5.99			6.49		
DEMONS WINTER (SSI)		17.49			10.99		
DRAGON NINJA	15.49	12.99			9.99	9.99	9.99
DRAGON SPIRIT	12.99	12.99	16.99	16.99	9.99	9.99	9.99
DRAGON'S LAIR (1 MEG)	28.49						
DRAGONS OF FLAME (SSI)	17.49	17.49	18.49		10.99	10.99	10.99
DRAKKHEN	16.99	16.99	17.99				
DUNGEON MASTER	15.49	15.49					
DUNGEON MASTER EDITOR	7.49	7.49					
DYNAMITE DUX	15.99	13.49			10.49	10.49	10.49
ELIMINATOR	5.99	5.99					
ELITE	13.49	15.49	16.49				
EYE OF HORUS	15.99	15.99	18.99	18.99	9.99		
F-16 COMBAT PILOT	15.99	15.99					
F15 STRIKE EAGLE (VERSION 2)			25.49				
F16 FALCON	18.49	15.49	21.99	21.99			
F16 FALCON MISSION DISK	12.99	12.99					
F19 STEALTH FIGHTER			25.49	25.49			
FAERY TALE	13.99		19.99	22.99	4.99		
FERRARI FORMULA 1		16.49	16.49	16.49			
FIENDISH FREDD'S BIG TOP OF FUN	18.49	18.49	18.99				
FIRST WORD PLUS (W/PROCESSOR)		58.99					
FISH! (MAG SCROLLS)	13.99	13.99	15.99	15.99	12.49		12.49
FOOTBALL MANAGER 2	8.49	8.49	8.49		8.49	8.49	8.49
FOOTBALL MANAGER 2 EXP KIT	5.99	6.49	6.49		6.49	6.49	
FUN SCHOOL 2 (-6, 6-8 or 8+)	12.49	12.49	15.49	15.49	8.99	8.99	8.99
FUTURE WARS	16.49	16.49					
GEMINI WING	12.99	12.99			9.99	9.99	9.99
GETTYSBURG (SSI)	19.99		21.49		19.99		
GOLD RUSH! (SIERRA)	9.99	12.49					
GUILD OF THIEVES (MAG SCROLLS)	13.99	13.99	15.99	15.99	12.49	12.49	12.49
GUNSHIP	15.99	15.49	23.47	23.47		12.47	
HARD DRIVIN'	12.99	12.99					
HELLFIRE ATTACK	3.49	3.49			1.99		
HEWSON PREMIER COLL VOL1	16.99	16.99					
HEWSON PREMIER COLL VOL2	17.49	17.49					
HILLSFAR (SSI)	17.49	17.49	18.49		13.99		
HIT DISKS VOLUME 2	9.49	9.49					
HONDA RVF 750	15.49	15.49					
HOSTAGES	8.49	8.49	9.49	9.49			
HOUND OF SHADOW	16.99	16.99	17.49				
HYBRIS	11.49						
INDIANA JONES (ACTION GAME)	11.99	11.99	16.49	16.49	10.49	10.49	9.49
INDIANA JONES (ADVENTURE GAME)	16.99	14.99	20.49	20.49	10.99	10.99	9.99
INFESTATION	14.99	14.99					
INTERPHASE	15.99	15.99					
IRON LORD	16.49	16.49	17.49		10.49	10.49	
IT CAME FROM THE DESERT (1 MEG)	18.49						
IVANHOE	15.99	13.49					
JEWELS OF DARKNESS (LEVEL 9)		9.49			5.49		
JOURNEY (INFOCOM)	19.49		19.99	19.99			
KICK OFF	11.99	11.99	16.49		9.99		9.99
KICK OFF EXPANSION DISK	7.49	7.49					
KIND WORDS 2.0 (W/PROCESSOR)	33.49						
KING OF CHICAGO	8.49		7.49	7.49			
KINGS QUEST 4 (SIERRA)		21.49	22.49	22.49			
KNIGHTFORCE	14.99	14.99	15.99	15.99		9.49	
KRISTAL	9.99	17.49					
KULT	12.49	12.49	15.49				

	AMIGA	ATARI ST	IBM 5.25	IBM 3.5	C64 Disk	CPC Disk	SPEC +3
LANCELOT (LEVEL 9)	13.49	13.49	14.49		10.49	10.49	10.49
LAZER SQUAD	12.99	12.99			9.99	9.99	
LEATHER GODDESSES (INFOCOM)		9.99	9.99				
LEATHERNECKS	6.49	6.49					
LEGEND OF THE SWORD		5.99	13.49				
LEISURE SUIT LARRY 2 (SIERRA)	18.99	18.99	22.49	22.49			
LIGHT FORCE (COMPILATION0	15.99	15.99					
LIVERPOOL	11.99	11.99	15.49		9.49	9.49	
LOMBARD RAC RALLY	14.99	14.99	15.99	15.99			
LORDS OF THE RISING SUN	18.49						
LURKING HORROR (INFOCOM)		9.99	26.49		5.99		
MANHUNTER NEW YORK (SIERRA)	12.49	12.49	19.99	19.99			
MANHUNTER SAN FRAN (SIERRA)			22.49	22.49			
MENACE	6.99	6.99	14.99	14.99			
MICKEY MOUSE		5.99			9.99	9.99	8.99
MICROPROSE SOCCER	15.99	15.99	16.99	16.99	12.49		9.99
MILENNIUM 2.2	15.99	15.99	16.99				
MINES OF TITAN (INFOCOM)			19.99	19.99			
NEBULUS	5.99	5.99					
NEVER MIND	12.49	12.49	15.49				
NIGEL MANSELL'S GRAND PRIX	4.99	4.99					
NORTH AND SOUTH	15.99	15.99					
ONSLAUGHT	14.99	14.99					
OOZE	15.99	15.99	16.99	16.99			
PACLAND	7.49	11.99			5.99	9.49	7.49
PACMANIA	7.99	5.99			5.99	8.49	6.99
PAPERBOY	12.99	12.99	16.99				
PAWN (MAG SCROLLS)	13.99	13.99	15.99	15.99	12.49	12.49	12.49
PERSONAL NIGHTMARE	18.99	18.99	20.99				
PHANTASIE 3 (SSI)	17.49	17.49			13.99		
PHOTON PAINT	10.99						
POLICE QUEST 1 (SIERRA)	15.99	15.99	16.99	16.99			
POLICE QUEST 2 (SIERRA)		16.49	19.99	19.99			
POPULOUS	16.49	16.49	17.49	17.49			
POPULOUS PROMISED LANDS	7.99	7.99	7.99	7.99			
POWER DRIFT	15.99	13.49			9.99	9.99	9.99
POWERDROME	16.49						
PROTEXT WORD PROCESSOR	64.99	47.99					
PURPLE SATURN DAY	7.49	8.49	9.49	9.49		9.49	9.49
R-TYPE	11.49	6.99			10.49	10.49	
RALLY CROSS CHALLENGE	12.99	12.99		16.49	9.99	9.99	9.99
RED LIGHTNING (SSI)	19.99	19.99	21.49				
RICK DANGEROUS	15.49	15.49	16.49		9.99	9.99	9.99
ROBOCOP	15.49	12.99	13.99		10.49	9.99	9.99
ROCKET RANGER	9.99	15.49	9.99	9.99	12.49		
RUNNING MAN		7.49			6.99		7.49
SCAPEGHOST (LEVEL 9)	12.49	12.49	12.99	12.99	9.49	11.99	11.99
SHADOW OF THE BEAST	19.99	19.99					
SHADOWGATE	11.49	7.49					
SHILOH (SSI)	19.99				17.49		
SHINOBI	12.99	12.99	16.49		9.99	9.99	9.99
SHOOT 'EM-UP CONSTRUCTION KIT	18.49	15.99			12.49		
SIM CITY (1 MEG)	17.49						
SORCERER (INFOCOM)		9.99			5.99		
SPACE ACE	27.49	27.49					
SPACE QUEST 1 (SIERRA)	9.99		16.99	16.99			
SPACE QUEST 2 (SIERRA)	12.49	14.49	19.49	19.49			
SPACE QUEST 3 (SIERRA)		19.49	22.49	22.49			
SPACE ROGUE			19.49	19.49			
SPEEDBALL	15.49	15.49	5.99	5.99	8.99		
STAR WARS TRILOGY	15.99	15.99			12.99	12.99	12.99
STRIDER	13.49	13.49			10.49	10.49	9.49
STRIKE FORCE HARRIER	5.49	5.49	6.99				
STRYX	12.49	12.49					
STUNT CAR RACER	15.99	15.99	16.49		9.99	9.99	9.99
SUPER HANG ON	15.99	8.49					
SUPER WONDERBOY	15.99	12.99			9.99	9.99	
SWORD OF SODAN	13.99						
TALESPIN ADVENTURE CREATOR	18.99	10.99					
TEENAGE QUEEN	8.49	8.49	9.49	9.49			
TESTDRIVE		8.49	9.99				
TETRIS	4.49	6.49			3.49	3.99	
THE NEW ZEALAND STORY	15.99	12.99			10.99	10.99	10.99
THREE STOOGES (CINEMAWARE)	6.99		7.49	7.49	4.49		
THUNDERBIRDS	8.49	8.49			9.49	9.49	7.49
TRIAD VOL1 (COMPILATION)	9.49	9.49					
TRIAD VOL2 (COMPILATION)	14.99	14.99					
TV SPORTS FOOTBALL (USA)	13.49	15.49					
UNINVITED	12.49	5.99					
VETTE (CORVETTE)	18.49		18.99				
VIRUS	12.49	6.99	16.99				
VIXEN	4.49	4.49	4.49		2.99	4.49	
WAR IN MIDDLE EARTH	15.49	15.49	16.49		12.49		9.99
WATERLOO	15.99	15.99	16.99	16.99			
WAYNE GRETZKY HOCKEY	15.99						
WHO FR' ROGER RABBIT	9.49		9.99				
XENON II, MEGABLAST	15.49	15.49	16.49	16.49			

SONY DS/DD 3.5" 79p

To order please write, or complete the coupon, or telephone us on **0279 600204.** Please note that there is a surcharge of 50p per game for orders placed by telephone.

Order Form

Non-members please add the membership fee

Name _____

Address _____

_____

Post Code _____ Phone No. _____

Computer _____ *5.25"/*3.5"/*3.0"/*TAPE

Payable to: **Special Reserve**
P.O. Box 847, Harlow, CM21 9PH

Special Reserve is a trading names of Inter-Mediates Ltd.
Reg. Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG.
Registered in England Number 2054713. VAT reg. no. 424 8532 51

Special Reserve membership £5 UK, £6 EEC or £7 World ACE — £

Item _____ £

Item _____ £

Item _____ £

TOTAL £

Credit card expiry date _____

*CHEQUE/*POSTAL ORDER/*ACCESS/*VISA
(Including Connect, Mastercard and Eurocard)
* Delete where applicable

Overseas orders must be paid by credit card
Prices include UK Postage and Packing
EEC orders please add 70p per item
World orders please add £1.50 per item

LOVE AND PASSION IN THE MODERN KITCHEN (DIGITAL PASSION II) — THE PLOT OF THE SOUND TRACK OF THE MOVIE OF THE NEWSPAPER SERIALISATION OF THE BOOK OF THE ORIGINAL PINK DRAMA IN TWO PARTS (OF WHICH THIS IS THE SECOND AND FINAL, ABSOLUTELY CONCLUSIVE, NO-HOLDS BARRED, TEAR JERKING, ACE 900+ RATED BIT)

by Bettina Throckmorton

First a short biographical note: Bettina Throckmorton began her long and distinguished career as one of Britain's top writers working as a humble copy typist for My Woman (a pioneering weekly for the modern woman and her family). It was not long before Bettina had proved her worth and was elevated to the position of fiction editor.

During her time with My Woman she was fortunate enough to have several pieces of her own fiction published in the same magazine during her stay there. Over the following years her superlative works were seen in a number of other magazines, all of which she also served as an authoritative and experienced fiction editor.

Such is the respect her work has generated in this country, that emminent critic, Jack Greeble of the Pig Breeder's Chronicle has said of her: 'Bluidy 'ell, 'oo the 'eck wrote this *@#!'. All it remains for us to say, is that we are very proud to be the first Computer publication to feature Ms.Throckmorton's fiction (the first piece in her proposed Post Cyberpunk series), and are very sad that it is not possible for us to offer her a position as Fiction Editor on ACE. Sit back, relax, and enjoy...'

THE STORY SO FAR

Vile fatty Norbert, was quite happily vapourising unsuspecting aliens on his Nintega when his disk drive suddenly died. On investigating the 'accident' he contracted the dreaded finger virus, which he duly passed on to his mummy. We left the tale with mother about to fall desperately in love with an electric toaster. Confused? You soon will be, when you've read the final exciting installment of DIGITAL PASSION!

Norbert looked on astonished as his formerly drippy mother began to advance lasciviously on the toaster. 'Oh well,' he thought, 'since she's in a domestic mood, I'd better make the most of it...'

"Mom," he bawled, "I'm 'ungry, where's my tea then?"

"Shut up you little creep!," she snapped, turning on him. Her eyes had turned a deep red, and her face was beginning to look as if it had been rendered on a CGA PC (yes, it really was that disgusting!).

"Go and get if for me... I want it now...," she croaked, her voice sounding more and more like a naff speech synthesiser.

"G..G..Get what mom?," asked Norbet, his belly quivering visibly.

"IT! IT!", she screamed, "The Nuntoga..."

"Oh," he smiled, a little nervously, "you mean the Nint..."

"Just GET IT...!"

Norbert ran up the stairs as fast as his fat little legs could carry him, just noticing his mother making overtures to the microwave as he reached the landing.

When Norbert finally reappeared with the damaged Nintega, a tremendous transformation had overcome the woman who had once been his mother. She had regressed to... horror of horrors...ultra-low resolution in only four colours. As she animated across the kitchen towards him (at a feeble 18 frames per second) he was almost violently sick. She was actually causing attribute clash all over the place.

Wasting not even a nanosecond, Norbert reached for his trusty Nintega light Phaser, but, before he had a chance to aim, his menacing mother had snatched the console from his sweaty hands and began kissing it passionately while making appalling sampled slurping sounds.

Poor Norbert was about to retreat when there was an almighty flash and a burst of flame. When the smoke cleared the kitchen was full of all the sprites Norb had ever put an end to, and all of them had been expanded to twenty times their original size. Norbert, however, was too intent on the scene in the middle of the kitchen floor to worry about anything else.

His mother was standing face to face with an absolutely enormous sprite. Her eye's were agog, for the beast before her had the largest pixels she had ever seen and was currently flexing them provocatively. Norb was just wondering who this creature was when a tiny voice from one of the other sprites piped up (actually it was Henry aka Smorgon). "I don't believe it! By Clive Sinclair, if it isn't N'Gar Thrombobo". This seemingly innocuous statement was enough to spark of a chorus of cries like, 'We thought you were dead,' and 'N'Gar, our hero,' or 'Hurrah! Hurrah for good old N'Gar!' "Freinds, Sprites, Countrymen, lend me your megacycles," boomed the dreaded N'Gar. "Yes, it's true, I was dead, gone for ever, consigned for all eternity to the darkest corner of a corrupted 3.5 inch diskette. But now, thanks to the love of this fair lady, N'Gar Thrombobo has risen to once again become the scourge of games players everywhere..." So saying, he scooped Norbert's quivering mother into his arms and headed off, through crowds of cheering sprites, into a perfect colour-graduated sunset...

THE ABSOLUTE END!

..sniff.. sniff.. I don't think I can take any more, that's so beautiful. That's all for now, but look out for more pink fiction at a copy of ACE near you soon!

SPEEDY SERVICE

1-7 College Street
Northampton
NN1 2SZ
Tel 0604 33922
FAX 0604 24664

Access

VISA

TOP 85

	AMIGA	ST
01. Archon Collection	£6.99	p.o.a.
02. Artic Fox	£6.99	£6.99
03. A.P.B.	£13.99	£13.99
04. Astaroth Angel of Death	£17.50	£17.50
05. Blood Money	£17.50	£17.50
06. Bloodwych	£17.50	£17.50
07. Bards Tale 1.	£6.99	£6.99
08. Bards Tale 2.	£17.50	p.o.a.
09. Battle Chess	£17.50	£17.50
10. Bionic Commandos	£6.99	£6.99
11. Balistix	£13.99	£13.99
12. Beach Volley	£17.50	£13.99
13. Batman The Movie	£17.50	£13.99
14. Castle Warrior	£17.50	£13.99
15. Dungeon Master	£17.50	£17.50
16. Dragonnija	£17.50	£13.99
17. Demons Winter	£17.50	£17.50
18. Double Dragon	£13.99	£13.99
19. Dynamite Dux	£13.99	£13.99
20. Deluxe Paint II	£49.99	---
21. Elite	£17.50	£17.50
22. F16 Combat Pilot	£17.50	£17.50
23. Falcon (Mirrorsoft)	£20.99	£17.50
24. Falcon Mission Disk	£13.99	£13.99
25. Forgotten Worlds	£13.99	£13.99
26. Foundations Waste	£6.99	£6.99
27. F.O.F.T.	£20.99	£20.99
28. Fantavision	£27.99	p.o.a.
29. Flight Simulator 2	£24.50	£24.50
30. Fiendish Freddy's	£20.99	£20.99
31. Gemini Wing	£13.99	£13.99
32. Gunship	£17.50	£17.50
33. Indiana Jones (Arcade)	£13.99	£13.99
34. Journey	£20.99	p.o.a.
35. Jet	£24.50	£24.50
36. Kick Off	£13.99	£13.99
37. Kult	£17.50	£17.50
38. Kings Quest Triple Pack	£24.50	24.50
39. Knight Force	PHONE	PHONE
40. Lords of the Rising Sun	p.o.a.	—
41. Leonardo	£13.99	£13.99
42. Mr Heli	£17.50	£17.50
43. Millenium 2.2	£17.50	£17.50
44. Microprose Soccer	£17.50	£17.50
45. Marble Madness	£6.99	£6.99
46. Manhunter	£20.99	£20.99
47. New Zealand Story	£17.50	£13.99
48. Out Run	£6.99	£6.99
49. Phobia	£17.50	£13.99
50. Paperboy	£13.99	£13.99
51. Populous New Worlds	£6.99	£6.99
52. Populous	£17.50	£17.50
53. Passing Shot	£13.99	£13.99
54. Quest for the Time Bird	£20.99	£20.99
55. Rainbow Islands	£17.50	£17.50
56. Real Ghostbusters	£17.50	£13.99
57. Rick Dangerous	£17.50	£17.50
58. Robocop	£17.50	£13.99
59. RVF Honda	£17.50	£17.50
60. Rocket Ranger	£20.99	£17.50
61. Running Man	£17.50	£17.50
62. Shinobi	£13.99	£13.99
63. Strider	£13.99	£13.9
64. Super Wonderboy	p.o.a.	p.o.a.
65. Shadowgate	£17.50	£17.50
66. Street Fighter	£6.99	£6.99
67. Sky Fox 2.	£6.99	£6.99
68. Story so Far Vol 1.	£13.99	£13.99
69. Story so Far Vol 2.	£13.99	£13.99
70. Spherical	£13.99	£13.99
71. Speedball	£17.50	£17.50
72. Silkworm	£13.99	£13.99
73. Star Wars Trilogy	£17.50	£17.50
74. Shadow of the Beast	£24.50	p.o.a.
75. Triad 2.	£17.50	£17.50
76. Targhan	£17.50	£17.50
77. 3D Pool	£13.99	£13.99
78. Thunderbirds	£17.50	£17.50
79. Time and Magick	£13.99	£13.99
80. TV Sports Football	£20.99	£17.50
81. Vigilante	£20.50	£20.50
82. Waterloo	£17.50	£17.50
83. War in Middle Earth	£13.99	£13.99
84. Weird Dreams	p.o.a.	p.o.a.
85. Worldclass Leaderboard	£6.99	£6.99
86. Xenon II	£17.50	£17.50
87. Captain Blood	£6.99	£6.99
88. Fun School 2 under 6	£13.99	£13.99
89. Fun School 2 6-8 years	£13.99	£13.99
90. Fun School 2 8 overs	£13.99	£13.99
91. Operation Thunderbolt	p.o.a.	
92. Continental Circus	p.o.a.	
93. Interceptor	£17.50	
94. Leisuresuit Larry 2	p.o.a.	£20.99
95. Police Quest	£13.99	£13.99
96. Police Quest 2	£13.99	£17.50
97. Space Quest 2	p.o.a.	£20.99
98. Phoenix	p.o.a.	£6.99
99. Turbo GT	p.o.a.	£6.99
100. TNT	p.o.a.	£6.99
101. Solomons Key	p.o.a.	£6.99
102. Centrefold Squares	£13.99	£13.99
103. Hard Drivin	p.o.a.	p.o.a.
104. Power Drift	p.o.a.	p.o.a.
105. Cabal	p.o.a.	p.o.a.
106. F29 Retaliator	p.o.a.	p.o.a.
107. Ivanhoe	p.o.a.	p.o.a.
108. Untouchables	p.o.a.	p.o.a.
109. It Came from the Desert	p.o.a.	p.o.a.
110. Space Ace	p.o.a.	p.o.a.

MAIL ORDER PRICES ONLY

1 Meg Amiga Upgrade + on/off switch, no internal clock + FREE Dungeon Master

ONLY £84.99.

Amiga + ST
1 Meg external drive

*** Through Port**
*** On/Off switch**
***Enable/Disable switch**

£79.99

SPECIAL OFFERS

Star LC10 = 146.99

Star LC24/10 = 235.00

Star LC10 Colour = 230.00

Star LC10/2 = 210.00

Phone for More

HARDWARE

Amiga A500
Computer + Mod + Mouse + AL + Manuals + 16 Free Games
£360.00

********** BATPACK **********
Amiga A500 + Mod + Mouse + AL + Manuals + Batman + Interceptor + D Paint 3 + New Zealand Story
£360.00

Atari 520 ST FM (Power Pack)
Word Processor + Spreadsheet + Datadbase + £500.00 worth of Free Games.
£360.00

Explorer Pack - Atari 520 SFM
Incl Mouse + Manuals + Basic + Leads
- £360.00
Philips 8833 Monitor - **£230**

Phone on other Availiability of Other Monitors

******** Discs ********

10 3.5	£6.00
50 3.5	£30.00
100 3.5	£57.50

Please phone for larger or smaller Quantities.

********** Storage Boxes **********
10 DDL - 2.00
40 DDL - 7.00
80 DDL - 8.00

********** Bits & Bobs **********
Mouse Mat - **3.99** - 8mm
Mouse Mouse - **1.99**
Magic Stage - **9.99**
Full range of dust covers
Amiga: **£4.99** Atari: **£4.99**
LC10: **£4.99**
Please phone for full list.

ALL PRICES INC. VAT + Subject to Availability

1000's More Titles Available of Satisfied Customers

24 HR DESPATCH

GRANDSLAM GIVEAWAY

THOSE generous guys and gals down at Grandslam have decided to celebrate the launch of their *Saint and Greavsie* soccer quiz game by giving away a bulgeing bagful of gorgeous goodies. On offer are:

A match quality football signed by Saint and Greavsie.

5 Saint and Greavsie board games.

5 Saint and Greavsie computer games.

All you footie fans out there have to do to get your grubby paws on some of these goodies is find the 45 words listed below in the diagram. All the words are in a straight line, backwards or forwards, up, down, or diagonally. When you find a word ring it neatly with a bold line. Hold on, hold on... before you rush off for the nearest HB, there's one more thing. Once you've found the 45 listed words you must hunt for the name of a famous computer character hidden somewhere in the grid. When you have finished, send your completed grid and entry form to Grandslam Giveaway, ACE Magazine, 30-32 Farringdon Lane, London, EC1R 3AU to arrive no later than 7th December. Employees of EMAP and Grandslam can't enter, even if they are footie fans, so Yah boo sucks!

THE WORDS

FOOTBALL
QUIZ
PERSONALITY
GREAVSIE
COMMODORE
CROWD
QUESTION
MSX
KICK OFF
PLAYER
DERBY
ACE
LEAGUE
TV SHOW
SAINT
AMIGA
CHEER
GAME
ST
SHOT
POSITION
PITCH
OUT NOW
SOCCER HISTORY
SPORTS
GOALKEEPER
SCORE
TRIVIA
AMSTRAD
JOKES
PENALTY
CATEGORIES
WINNER
SAVE
SEASON
GRANDSLAM
GOAL
FAN
SPECTRUM
TRICKS
TEAM
CORRECT
FUN
ANSWER
SATURDAY

S	T	B	S	T	V	S	H	O	W	A	R	F	O	O	T	Q	S	M
P	F	A	M	P	R	G	A	M	U	S	E	A	S	O	N	F	A	S
E	A	U	A	B	O	A	G	A	M	E	P	N	P	F	C	O	T	O
N	Q	E	N	A	P	R	N	Q	P	C	L	C	E	F	O	O	U	C
A	T	R	L	S	E	A	T	A	I	H	A	R	C	O	R	T	R	C
L	R	O	G	A	M	X	V	S	T	E	Y	O	T	K	R	B	D	E
T	I	C	V	C	E	A	S	A	C	E	E	W	R	C	E	A	A	R
Y	V	S	A	H	U	G	M	I	H	X	R	D	U	I	C	L	Y	H
O	I	P	R	E	G	R	A	N	D	S	L	A	M	K	T	L	U	I
E	A	O	S	E	A	E	G	T	R	T	S	M	A	S	H	O	T	S
Q	P	I	N	R	E	A	N	S	W	E	R	S	W	A	A	V	A	T
S	U	G	O	A	L	K	E	E	P	E	R	T	E	A	M	V	M	O
Q	Z	I	I	J	O	K	E	S	G	O	A	R	D	U	S	I	E	R
I	T	V	T	W	C	H	E	E	D	P	L	A	S	E	X	B	G	Y
Z	R	X	S	O	U	T	N	O	W	M	A	D	E	O	R	O	A	A
T	I	J	E	S	C	O	M	M	O	D	O	R	E	M	C	B	S	L
U	C	U	U	T	I	M	P	E	R	S	O	N	A	L	I	T	Y	E
O	K	K	Q	V	O	S	E	I	R	O	G	A	T	A	C	C	M	X
X	S	E	M	C	W	I	N	N	E	R	P	O	S	I	T	I	O	N

GRANDSLAM GIVEAWAY
ACE Magazine,
Priory Court,
30-32 Farringdon Lane,
LONDON. EC1R 3AU.

NAME:.....

ADDRESS:.....

.....

.....

TELEPHONE:.....

COMPUTER:.....

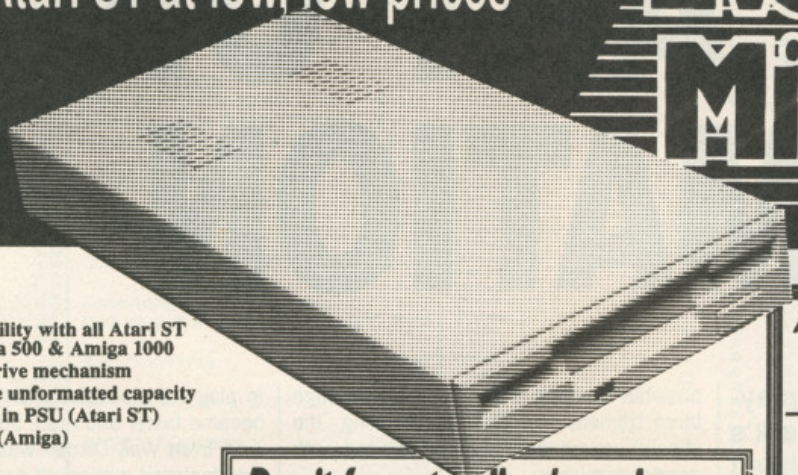
The famous computer character hidden in the grid is:

.....

Entries must be received on or before 7th December 1989.

Top Quality 2nd Drives for the Amiga and Atari ST at low, low prices

Evesham Micros



- ✔ Full compatibility with all Atari ST models, Amiga 500 & Amiga 1000
- ✔ Top quality drive mechanism
- ✔ One megabyte unformatted capacity
- ✔ External plug in PSU (Atari ST)
- ✔ Throughport (Amiga)
- ✔ Very quiet
- ✔ Slimline design
- ✔ Colour matched to computer
- ✔ Long cable for location either side of computer
- ✔ Full 12 months guarantee

Don't forget - all prices shown include VAT and delivery

ATARI ST VERSION ONLY
£79.95

AMIGA VERSION ONLY
£74.95
including VAT and delivery

ATARI® Hardware Offers

520 STFM POWER PACK

Amazing value, all-new special ST package from Atari ! Includes 520STFM with 1Mb internal drive, games joystick, mouse, user guide, 5 disks of public domain software, plus an incredible selection of chart-topping software (over £500 total RRP) ! Software includes:

R-Type, Afterburner, Double Dragon, Super Hangon, Space Harrier, Overlander, Pacmania, Starglider, Super Huey, Eliminator, Predator, Bombjack, Out Run, Bombuzal, Xenon, Gauntlet II, Black Lamp, Starray, Nebulus, Stargoose, First Music, First Basic, Organiser

All for only £349.00 inc VAT & delivery

520 STFM SUPER PACK

Great value package, comprising of a 520STFM with 1Mb internal drive, mouse and games joystick, user guide, plus 21 extra software titles (£450 total RRP) !

Marble Madness, Beyond Ice Palace, Thundercats, Summer Olympiad, Arkanoid II, Eddie Edwards Ski, Ikari Warriors, Test Drive, Buggy Boy, Quadralien, Xenon, Wizball, Seconds Out, Zynaps, Chopper X, Ranarama, Starquake, Genesis, Black Lamp, Thrust, Organiser Business S/ware

only £319.00 inc VAT & delivery

1040 STFM	1040 STFM HYPER PACK	1040 STFM SUPER PACK
With 1Mb drive, 1 Mb RAM, plus built-in TV modulator	Inc. 'Hyper Paint', 'Hyper Draw', 'First BASIC' plus 'Organiser' for	Inc.21 s/ware titles and joystick (as with above 520ST package)
£399.00	£429.00	£429.00

520STFM EXPLORER PACK Package includes 520STFM with 512K RAM, 1Mb Drive and built in TV modulator **£269.00**

520 STFM 1MEG internal drive upgrade kit with full instructions	£74.95
520 STFM 1MEG memory uprade kit, requires soldering	£89.00
520 STFM 1MEG memory upgrade fitted by us	£119.00
1040 STFM Hyper-Super Pack: combines extras supplied with 1040STFM Hyper Pack and 1040STFM Super Pack all for only	£469.00
Mega ST1 with mono monitor	£599.00
Mega ST2 with mono monitor	£849.00
Mega ST4 with mono monitor	£1099.00
SM124 high resolution monochrome monitor	£119.00
SC1224 colour monitor	£279.00
Megafile 30Mb hard disk	£439.00
Vortex HDplus 40Mb hard disk	£519.00
5.25" External 40/80 track drive (360/720K) IBM compatible	£99.00
Vidi-ST 16-tone video frame grabber inc. digitising software	£95.00
Philips CM8832 colour monitor with ST cable	£219.00
Philips CM8833 stereo version of above CM8832, plus A/V inputs	£229.00
ITT CP3228 16.5" remote ctrl TV/Monitor, with ST cable	£229.00
Pace Linnet Modem Pack, includes cable and Comms software	£179.00
Contriver Hi-Res. Mouse including mouse mat & pocket	£22.95
520/1040 STF/STFM Joystick accessibility extension adapter	£ 4.95

DOUBLE TAKE! PYE 15" FST TV/MONITOR (MODEL 2325)

Superb quality, stylish medium resolution FST colour TV/monitor to suit the ST or Amiga. Features teletext, full infra-red remote control, Euroconnector, Video/Audio input and headphone output connectors, 40 tuner presets, external aerial connector and loop aerial. Supplied with cable (please state computer type when ordering).

GREAT VALUE ! £269.00 includes VAT and computer connection lead

AMIGA ACCESSORIES

512K RAM/CLOCK UPGRADE UNIT, ultra-neat design, low cost	**£79.00**
External 5.25" 40/80 track switchable floppy drive	£114.95
Omega Projects MIDI Interface including 30" serial connection lead	£29.95
Vortex 'System 2000' 40Mb hard disk, with interface & software	£529.00
ITT CP3228 16.5" TV/Monitor with full rem/ctrl & SCART cable	£229.00
Philips CM8833 stereo sound colour monitor, c/w Amiga cable	£229.00
Amiga 500 dust cover	£ 4.95

PRINTERS

All prices include VAT/delivery & cable

LC10

Hugely successful 9 pin printer, the Star LC10 provides 4 NLQ fonts (96 print combinations) at 36cps and 144cps draft. Includes 4K buffer and IBM/parallel interface, front panel operation, plus paper parking, allowing single sheets to be used without removing tractor paper.

star

12 MONTHS ON SITE MAINTENANCE CONTRACTS FOR ANY STAR PRINTER. AVAILABLE AT TIME OF PURCHASE. ONLY £5.75 EXTRA.

Only £169.00
Colour version also available, Only £215.00
Prices include 2 extra black ribbons free of charge.

Star LC24-10 multifont 24pin printer, amazing new low price	**£239.00**
Star FR-10 9pin 300/76cps with 31K buffer, 16 NLQ fonts, EE-PROM memory & 12 months on-site maintenance	£399.00
Star FR-15 wide carriage version of above FR-10	£499.00
Star LC-15 wide carriage version of above LC10	£329.00
Olivetti DM100S super 9pin 200/30cps, 12 months on-site warranty	£129.95
Panasonic KXP1081 reliable + sturdy 9pin 10" printer 120/24 cps	£169.00
Panasonic KXP1180 feature-packed multifont 9pin 11"	£199.00
Panasonic KXP1124 good specification multifont 24pin 11"	£299.00
NEC P2200 budget 24 pin 168/56cps	£279.00
Epson LX400 (was LX800) budget 10" 180/25 cps	£179.00
Citizen 120D budget 9pin printer 120cps	£139.00
Mannesmann Tally MT-81 130/24 cps	£149.00

3.5" Disks

10 Bulk packed DS/DD 3.5" disks with labels, fully guaranteed	£ 9.95
25 bulk disks as above	£22.95
10 disks as above with plastic case	£11.95
25 disks as above, with 40 capacity lockable storage unit	£29.95
Kodak DS/DD 3.5" disks, top quality storage media, fully guaranteed. Box of 10	£17.95

How to order from Evesham Micros

All prices include VAT and delivery. Express Courier delivery £5.00 extra.

Send cheque, Postal Order or ACCESS/VISA card details

VISA

Phone us with your ACCESS or VISA card details on : ☎ 0386-765500

Govt., educ. & PLC orders welcome
Same day despatch whenever possible
All goods subject to availability, E.&O.E.
Open to callers 6 days, 9.30-5.30

Evesham Micros Ltd
63 BRIDGE STREET
EVESHAM
WORCS WR11 4SF
✆ 0386-765500
fax 0386-765354

Retail outlets also at : 1762 Pershore Road, Cotteridge, Birmingham B30 3BH Tel: 021 458 4564
5 Glisson Road, Cambridge CB1 2HA Tel: 0223 323898

THE ART OF ANIMATION

Duncan Evans has been playing around with Domark's *Fantavision* – and has been driven to investigate animation techniques in general. Here's what he found out...

Traditional cartoon animation technique has changed little since Walt Disney and his team of animators produced such classics as Snow White and Fantasia. It is the filming technology and animation tools and aids which have developed.

The basics of cartoon animation still revolve around key drawings and the steps in between. Usually the animator will draw an object in two key positions and then mark down how many in between positions are needed to achieve the desired result. An assistant then has the task of drawing the in between stages. The very first in between stage is called the breakdown point, and if significant is often drawn by the animator.

One of the important techniques of 'in betweening' is that those stages are often not spaced at regular intervals between the breakdown point and the key drawings. To achieve such effects as the slow in, so called because the action slows into a final position, there needs to be more 'in betweens' towards the end of the sequence. The converse of this is the slow out where more 'in betweens' are positioned at the start. Also it is quite rare for sequences to be split into thirds when only two 'in betweens' can be used because of filming restraints. This is much harder to draw, so invariably a slow in or slow out is used instead.

For rotating objects through three dimensions it is necessary for the assistant to plot the centres of the two key drawings, and then the centre of the breakdown position on a separate sheet of paper. All three sheets are then aligned, with the breakdown sheet being topmost whereupon the breakdown drawing can be completed. By superimposing sheets it is possible to trace objects moving through three dimensions and by rotating the sheets around arcs can be plotted with greater accuracy.

The making of a full animated sequence that is to be filmed and produced for television or the cinema naturally involves a good deal more stages than a Fantavision production, though users of such programs would benefit from following some of the stages.

The script is the first thing to produce, though with animation the dialogue is of far less importance than the visual action. With sampled speech being so memory expensive on computers, this is likely to be kept to a minimum. From the script a storyboard is produced, which portrays the action in a graphical form. Usually at this point the key dialogue and music elements are recorded so that the team of animators can synchronise the cartoon to it.

Once completed an editor assembles it into the film, and then breaks it down phonetically, marking on the film where certain sounds begin and end. Meanwhile the director is arranging for designers to produce their own interpretations of the characters in the feature, which when approved will be used as the reference models for the rest of the animation team. The process then advances to Leica reel viewing of the film, line tests, cleaning up the drawings by a special cleanup crew, and transference of drawings to acetate or gel for painting. By this time the backgrounds will have been drawn and painted, and after a final checking everything is passed to the cameramen for actual film shooting. After viewing the rushes, dubbing of sound effects, a final print is developed by merging the film and soundtrack. The finished product is now ready to roll.

COMPUTER ANIMATION

With traditional pen and paper animation being such a time consuming process, it was inevitable that computers would begin to play a progressively larger role as they became faster and more powerful.

Tron from Walt Disney was one such film that featured numerous examples of computer generated graphics and received acclaim accordingly. Receiving rather less public enthusiasm was the Genesis sequence from a 1982 film, Star Trek II:The Wrath of Khan, which was entirely computer created and animated. It was also the longest piece of totally computer generated images seen in a commercial film. That section, and the very best special effects in films such as Star Wars, Cocoon, E.T, Poltergeist and Enemy Mine, was produced by the organisation known as Industrial, Light and Magic, or ILM.

ILM uses the standard technique of creating objects from polygons, and describing them as three dimensional with geometric formula. The smaller the polygon the greater the realism, but some surfaces are very difficult to describe as polygons so those areas are texture mapped. Rather like Fantavision's method of using fill patterns, but on a vastly more complex scale,. Here textures such as leather, bark and sand are described as three dimensional patches in the computer and then fitted to the surface of the polygon by stretching and size manipulation. Once an object is fully described it can be manipulated at will. The Last Starfighter from Digital Productions featured polygon created starships and space stations, with each one consisting of around 600,000 polygons. Even so the texture of many of the ships was a uniform semi glossy metal. ILM has received delivery of a computer called the Pixar which is capable of processing 80,000,000 polygons, but unfortunately it won't do it quite quickly enough and there is as yet no practical method of storing the colossal amount of data that it entails. When these problems are solved though the degree of surface detail will approach that of 35mm motion picture film. All generated by computer.

● Duncan Evans

★★★★★★★★★★★★★★★★★★★★★★★★★★ SHEKHANA COMPUTERS ★★★★★★★★★★★★★★★★★★★★★★★★★★

Software Title	ATARI ST	CBM AMIGA
3D Pool	15.99	15.99
5th Gear	15.99	15.99
Altered Beast	15.99	19.99
Archipelagos	19.99	19.99
A-Max + Roms		249.99
Basilstixs	15.99	15.99
Balance Power 90	19.99	19.99
Barbarian II	19.99	19.99
Batman-Movie	15.99	19.99
Battle Chess	19.99	19.99
Battle Valley	15.99	15.99
Battlehawk 1942	19.99	19.99
Beach Volley	15.99	19.99
Beyond Zork		19.99
Blood Wych	19.99	19.99
Bridge Player 2000	15.99	15.99
Cabel	15.99	19.99
Carrier Command	19.99	19.99
Chamber of Shaolin	15.99	19.99
Chessmaster 2000	19.99	19.99
Colossus Chess 4	19.99	19.99
Commando	15.99	15.99
Continental Circus	15.99	15.99
Corruption	19.99	19.99
C+VG Coin-ops	14.99	18.75
C-Light		39.99
Day of the Viper	19.99	19.99
Deluxe Paint 2		39.99
Deluxe Scrabble	15.99	15.99
Deluxe Paint III		69.99
Deluxe Productions		59.99
Deluxe Productions		129.99
Double Dragon	15.99	15.99
Dragon Spirit	15.99	15.99
Dragons Lair		39.99
Dragons of Flame	19.99	19.99
Dungeon Master	19.99	19.99
D.Master-Editor	9.99	9.99
Eye of Horus	19.99	19.99
F16 Falcon	19.99	23.99
F16 Combat Pilot	19.99	19.99
Falcon-Mission	15.99	15.99
Fast Lane	15.99	15.99
Fast St Basic	39.99	
Ferrari Formula 1	19.99	19.99
Fighter Bomber	23.99	23.99
Fighting Soccer	15.99	19.99
First World Plus	69.99	
Flight Sim 2	27.99	27.99
Foot Director II	15.99	15.99
Foot Manager 2	15.99	15.99
F.Man 2-Expansion	9.99	9.99
Galaxy Force	15.99	19.99
Games-Summer	19.99	19.99
Ghouls + Ghosts	15.99	19.99
Ghostbusters II	19.99	19.99
Giants	23.99	23.99
Greg Norman-Golf	19.99	19.99
Hard Drivin	15.99	15.99
Hillsfar	19.99	19.99
Basic ST		69.99
Home Office Kit		134.99
Horse Racing		19.99
Infestation	19.99	19.99
Interphase	23.99	23.99
Japan Scenery Disk	15.99	15.99
John Lowe Darts	15.99	15.99
Kick Off	15.99	15.99
Kindwords V2		39.99
Kings Quest I	9.99	9.99
Kings Quest II	9.99	9.99
Kings Quest III	9.99	9.99
Laser Squad	15.99	15.99
Micropro Soccer	19.99	19.99
Midi Studio	89.99	
Mindbender	15.99	15.99
Mini Office-Comm	19.99	
Mini Office Spread	19.99	
Moon Walker	15.99	19.99
Music - X		299.99
Nevermind	15.99	15.99
Oil Imperium	19.99	19.99
Onslaught	19.99	19.99
Operation Wolf	15.99	19.99
Outlands	15.99	15.99
Paperboy	15.99	15.99
Photom Paint		19.99
Pictionary	19.99	19.99
Player Manager	15.99	15.99
Pools of Radience	23.99	23.99
Populous	19.99	19.99
Populous Scenery	8.99	8.99
Power Drift	15.99	19.99
Protext		89.99
RAC Rally	19.99	19.99
Rally Cross	15.99	15.99
Red Lightening	23.99	23.99
Ringside	19.99	
Robocop	15.99	19.99
Rocket Ranger	19.99	23.99
Roger Rabbit		19.99
RVF Honda	19.99	19.99
Saint + Greaves	15.99	15.99
Shinobi	15.99	15.99
Shufflepack Cafe	15.99	15.99
Skidz	15.99	15.99
Sleyer	15.99	15.99
Speed Ball	19.99	19.99
ST Replay 4	69.99	
Star Command	23.99	23.99
Star Wars Trilogy	19.99	19.99
Starglider 2	19.99	19.99
Starter Kit		59.99
Steel	15.99	15.99
Stellar Crusade	27.99	27.99
Story so Far	15.99	15.99
Story so Far 3	15.99	15.99
Story so Far 4	15.99	15.99
Stos	24.99	
Stos 600 Sprites	12.99	
Stos Compiler	15.99	
Stos Maestro	19.99	
Stos MAestro Plus	59.99	
Strider	15.99	19.99
Styx	15.99	15.99
Studio 24		139.99
Stunt Car Racer	19.99	19.99
Super Wonderboy	15.99	19.99
Test Drive II	19.99	19.99
The Beast		27.99
The Untouchables	15.99	19.99
Toobin	15.99	15.99
Track 24		64.99
Tied-Compilation	23.99	23.99
Turbo-Outrun	15.99	19.99
T Pursuit-New	15.99	15.99
TV Sports	19.99	23.99
Ultima 3	19.99	19.99
Ultima 4	19.99	19.99
UMS II	19.99	19.99
Virus Killer	9.99	9.99
War Middle Earth	15.99	15.99
Waterloo	19.99	
Wicked	19.99	19.99
Winners-Comp	23.99	23.99
Workbench 1.3		14.99
Xenon II	15.99	15.99
Xenophobe	19.99	19.99
Xybots	15.99	15.99
X-Ced Designer		39.99

SPECIAL OFFERS WHILE STOCKS LAST:

JVC 3.5" DSDD 135TPI Disks x 10	£8.99
Sony 3.5" DSDD Disks x 10	£9.99
JVC High Density 3.5" x 10	£22.99
Sony Unbranded 3.5" DSDD Disks x 10	£7.99
JVC 5.25" DSDD box of 10	£6.99
JVC 5.25" High Density box of 10	£10.99
Maxell 5.25" High Density DSHD x 10	£10.00
Unbranded 5.25" DSDD x 10	£4.99
Maxell 3" CF2 box of 10	£24.99
Quick Shot II Joystick	£7.99
Quick Shot II Turbo Joystick	£9.99
Commodore C64 Light Fantastic Pack Ideal Xmas Present	only £149.99
Star LC-10 Printer	£179.99
Commodore 1541-11 Disk Drive	£149.99
Sinclair +2 Computer	£149.99
Sinclair +3 Computer	£199.99

SHEKHANA COMPUTERS

PC Engine - Scart Plus Control Pad +Power Supply Scart Lead + One Year Guarantee
£199.99

PC Engine - Pal-UK TV Plus Control Pad + Power Supply+ All Leads + One Year Guarantee
£199.99

CD Rom Unit (Incl two games) Street Fighter + Trivia Game
£350.00

Joystick XE-1 HE-PRO	£69.99
Joystick XE-1 ST	£39.99
Joypad Control Unit	£19.99
AV Booster for Hi-Fi	£34.99
5-Player Adaptor	£29.99
PC-UK Power Supply	£9.99

PC ENGINE SOFTWARE TITLES AVAILABLE NOW:

Altered Beast	£34.99
Baseball Namcot	£29.99
Break In	£34.99
Chan + Chan (Kato Ken)	£24.99
Bloody Wolf	£34.99
Deep Blue	£34.99
Dragon Spirit	£27.99
Drunken Master	£24.99
Dungeon Explorer	£34.99
F1-Pilot-Car Racing	£34.99
Digital Champ	£34.99
Final Lap	£34.99
Fire Pro Wrestling	£34.99
Galaga 88	£29.99
Legendary Axe	£34.99
Motor Roader	£29.99
Ordyne	£34.99
Ninja Warrior	£34.99
Overhauled Man	£34.99
Pacland	£34.99
Power Baseball	£29.99
Power Golf	£34.99
P-47	£34.99
R-Type 1	£29.99
R-Type 2	£29.99
Rock On	£34.99
Sidearms	£34.99
Son Son II	£34.99
Space Harrier	£29.99
Tales of Monsterpath	£24.99
Tiger Heli	£34.99
Victory Run	£29.99
Vigilante	£29.99
War of the Dead	£34.99
Watwru	£34.99
Winning Shot-Golf Game	£34.99
Wonder Momo	£34.99
Wonderboy	£24.99
World Court Tennis	£29.99
Yaksa	£34.99

SOFTWARE TITLE	SPEC CASS	SPEC DSK	C64 CASS	C64 DSK	AMS CASS	AMS DSK
100% Dynamite	11.99	—	11.99	D4	11.99	D4
Airbourne Ranger	7.99	D3	11.99	D6	11.99	D6
Artist II-128k	14.99	—	—	—	—	—
Artist II 48k	12.99	—	—	—	—	—
Barbarian II	7.99	D3	7.99	D3	7.99	D3
Batman-Movie	7.99	D3	7.99	D3	7.99	D3
Bloodwych	7.99	D3	7.99	D2	7.99	D3
Cabel	6.99	D3	7.99	D3	7.99	D3
Chamber of Shaolin	—	—	7.99	D3	—	—
Championship Golf	7.99	—	—	—	—	—
Continental Circus	7.99	D3	7.99	D3	7.99	D3
C+V G Hits	9.99	D4	9.99	D4	9.99	D6
Dragon Spirit	7.99	D3	7.99	D1	7.99	D3
E.Hughes Soccer	7.99	—	7.99	D1	—	—
Fighter Bomber	11.99	—	11.99	D6	11.99	D6
Fighting Soccer	7.99	—	7.99	D3	7.99	D3
F. Director 2	14.99	D6	—	—	—	D6
F. Man 2-Expansion	6.50	D1	6.50	D1	6.50	D1
F. Manager 2	7.50	D3	7.50	D3	7.50	D3
F.O.T. Year 2	7.99	D3	7.99	D3	7.99	D3
Galaxy Force	7.99	—	7.99	D3	7.99	D3
Games-Summer	7.99	D1	—	—	7.99	D3
Ghouls & Ghosts	7.99	—	7.99	D3	7.99	D3
Ghostbusters II	7.99	—	7.99	D3	7.99	D3
Gunship	7.99	D3	11.99	D6	11.99	D6
G. Norman Golf	—	—	11.99	D6	—	—
Hard Driving	7.99	D3	7.99	D1	7.99	D3
J.Lowe Darts	—	—	7.99	D3	—	—
Kick Off	7.99	D3	7.99	D3	7.99	D3
Laser Squad	7.99	D6	7.99	D6	7.99	D6
Maze Mania	7.99	—	7.99	D3	7.99	D3
Moonwalker	7.99	—	7.99	D3	7.99	D3
New Zealand Story	7.99	D3	7.99	D3	7.99	D3
Pacland	7.50	—	7.50	D3	7.50	D3
Pacmania	7.50	—	7.50	D3	7.50	D3
Player Manager	7.99	D3	7.99	D3	7.99	D3
Power Drift	7.99	—	7.99	D3	7.99	D3
Rally Cross	7.99	D3	7.99	D3	7.99	D3
Robocop	7.99	D3	7.99	D3	7.99	D3
Saint + Greaves	7.99	D1	7.99	D3	7.99	D3
Shinobi	7.99	D3	7.99	D3	7.99	D3
Silkworm	7.99	—	7.99	—	7.99	D3
Stealth Fighter	7.99	D3	11.99	D6	11.99	D6
Stryder	7.99	—	7.99	D3	7.99	D3
Stunt Car Racer	—	—	7.99	D3	—	—
Super Wonderboy	7.99	—	7.99	D3	7.99	D3
The Hits	—	—	9.99	D4	—	—
The Untouchables	7.99	D3	7.99	D1	7.99	D3
Toobin	7.99	D3	7.99	D1	7.99	D1
Turbo Outrun	7.99	—	7.99	D3	7.99	D3
Winners Comp	9.99	D3	9.99	D3	9.99	D4

Also Available on Disk Format:
D1 = 9.99, D2 = 11.99, D3 = 12.99, D4 = 14.99, D5 = 15.99.

AMIGA A500 Including Workbench 1.3, Amiga Extras, Amiga Basic, Manuals, A500 512k, Keyboard with built in 1 Megabyte 3.5" Disk Drive. Plus 'The Very First' step by step Tutorial Disk, plus Mouse Controller, Power Supply, All leads and connectors included.Either Modulator for Connection onto a TV or a Scart Cable for use with Monitor.
ONLY £359.99

BAT PACK, as above but with extra Batman the Movie Game, The New Zealand Story Game, Interceptor, Deluxe Paint II
ONLY £399.99

SEGA 16 - BIT MEGADRIVE

Sega 16 Bit + Scart Version
Power Supply, Scart Lead, Control Pad, One Year Guarantee
£199.99

Sega 16-Bit + PAL TV Version, Power Supply, Control Pad, TV Lead, One Year Guarantee
£199.99

Alex Kidd	£34.99
Altered Beast	£34.99
Space Harrier II	£34.99
Super Thunderblade	£34.99
Super Hang On	£44.99
Heavy Unit	£44.99
Rambo 3	£44.99
World Cup Soccer	£34.99
Ghouls and Ghosts	£44.99
Master Golf	£44.99

NINTENDO GAMEBOY

Gameboy	£89.99
Super Mario Land	£26.99
Micky Mouse	£26.99
Tetris	£26.99
Motorcross	£26.99
Mario Land	£26.99
Baseball	£26.99
Alleyway	£26.99
Tennis	£26.99

★★★★ SEGA ★★★★ TITLE	PRICE
Master System	79.95
Master System Plus	99.95
Light Phaser	29.99
Rapid Fire Unit	5.99
3D Glasses	39.95
Control Stick	14.95
Konixs Joystick	11.99
Quickshot 15 J/ST	12.99
After Burner	24.95
Alex Kidd I or II	24.95
Alex Kidd Hi Tech	24.95
Altered Beast	24.95
Bomber Raid	24.95
California Games	27.95
California Games	24.95
American Baseball	24.95
Double Dragon	24.95
Ghostbusters	27.95
Wonder Boy 3	27.95
American Football	24.95
Casino Games	24.95
Monopoly	29.95
Spellcasters	29.95
Outrun	24.95
Galaxy Force	27.05
Phantasy Star	39.95
Parlour Games	29.99
Rampage	24.95
Rastan	24.95
R-Type	29.95
Shinobi	24.95
Space Harrier	24.95
Thunderblade	24.95
Time Soldier	24.95
Vigilante	24.95
Wonderboy I or II	22.95
Transbot	14.99
World Soccer	22.95
Y's	32.95
Zaxxon 3D	24.95
Zillion I or II	22.95
★★★★ NINTENDO ★★★★	
Control Deck	99.99
Deluxe	149.99
Zapper Gun	24.99
Castlevania	29.99
Donkey Kong	22.99
Golf	22.99
Goonies II	29.99
Ghosts + Goblins	29.99
Gradius	29.99
Kid Icarus	29.99
Gunsmoke	29.99
Tyson Punchout	29.99
Super Mario Bros	29.99
Ikari Warriors	29.99
★★★★ ACCESSORIES ★★★★	
2nd Drive Amiga	89.99
2nd Drive ST	89.99
3" Head Cleaner	4.99
3.5" Head Cleaner	4.99
5.25" Head Cleaner	4.99
6128 Key Cover	4.99
A501 Ram Expansion	99.99
Action Replay MK.6	34.99
Amiga Modulator	24.99
Amiga Mouse	29.99
Amiga Dust Cover	5.99
AMS 6128-Combo	10.00
C24 Data Recorder	29.99
C2N Load It	44.99
C64 Mouse	24.99
C64 Cover	4.99
Disk Box 3.5 x 40	6.99
Disk Box 3.5 x 80	9.99
Disk Box 5.25 x 40	6.99
Disk Box 5.25 x 80	9.99
Dual Interface	11.99
J/Stick Ext Lead	6.99
Kempton Interface	8.99
Mouse Brackel	2.99
Mouse Matt	4.99
Multiface 128k	34.99
Multiface 2-AMS	39.99
Multiface 3	34.99
Multiface 3+T Port	39.99
Multiface ST	39.99
Parallel Lead	6.99
Power Supply-C64	24.99
Power Supply-Spec	9.99
Spec +2, +3 Cover	4.99
Spec +3 Cass Lead	4.99
ST Mouse	29.99
St-Dust Cover	5.99
Thingi	4.99
★★★★ JOYSTICKS ★★★★	
Cheetah 125 Plus	7.99
Cheetah Mach	9.99
Comp Pro Black	13.99
Comp Pro BBC	16.99
Comp Pro Clear	14.99
Comp Pro Extra	14.99
Control Stick Sega	14.99
Navigator	12.99
Quick Shot	27.99
Quickshot 16-Sega	13.99
Quickshot 18-Wiz	12.99
Quickshot 2 Turbo	9.99
Speedking Auto	10.99
Speedking Nintendo	12.99
Speedking Standard	9.99
Zipstick Super Auto	16.99
Zipstick Super STD	13.99

VISA

MAIL ORDER CUSTOMERS:
Chq/PO Payable to: S.C.S. (ACE),
655 Green Lanes, London N8 0QY. P+P
Add 50p per Software in UK and £1.00 for accessories, £5.00 for machine. EEC add £1.00 per item, elsewhere add £2.00 per item for airmail. Please specify machine type in order. New releases will be sent to you on day of release. E & OE.
Tel: 01-340 8565, 01-348 2907. Fax: 01-436 9590.

Personal Callers:
Can purchase software at our branch at
221 Tottenham Court Rd, London W1R 9AF, (near Goodge Street Tube Station).
Tel: 01-631 4627 OR
2 Gladstone House, High Road, Wood Green N22 (opposite Top Rank Club)
Tel: 01-889 9412

Credit Card Holders:
Access and Visa Cards Accepted.
Credit Card Orders despatched same day subject to availability.
Tel: 01-348-2907, 01-340 8565, 01-631 4627.
Fax: 01=889 9413

THE

RADICAL, RARE, RASH, RAUNCHY, RECKLESS, RECOMMENDED, REFRESHING, RESPECTED, REVOLUTIONARY, RHETORICAL, RIOTOUS, RISQUE, RUMBUSTIOUS, RUSTPROOF

RESULTS PAGE.

Yes folks, it's back - the most tense, the most exciting, the most feared, and revered page in the magazine. The page that, without warning, can thrust unsuspecting folk to the height of fame. Yep, it's the Pink Page Compo Results.

THE BEAST HAS EATEN!

First off, an absolutely huge list of lucky people who were first to jump out of the editorial hat and declare themselves winners of the mammoth Psygnosis Beast Feast! compo.

The personoids mentioned below will all be receiving copies of Shadow of the Beast on the Amiga any day now, each complete with a flashy Roger Dean Beast T-Shirt.

Emyr Bodfel Jones, Llanrwst,Gwynedd; **S.C. Cox**, Exeter, Devonshire; **Mr.K.A. Siddiqui**, Chiswick, London; **Andrew Clarence**, Whitley Bay, Tyne & Wear; **Alexander Kells**, Watermeadow, Northhampton; **M.A. Bingham**, Bakersfield, Nottingham; **Nigel Hastie**, Whitley Bay, Tyne & Wear; **H.M. Brown**, Benfleet, Essex; **Mr.J.V. Patel**, Evington, Leicester; and **Jon Taylor**, Bovingdon, Herts.

Ten runners-up, who all win the absolutely amazing Roger Dean T-Shirt are:

Simon Whitehouse, Talke Pits, Stoke-on-Trent; **Mike Jones**, Hinkley, Leicestershire; **Ian Davenport**, Wimborne, Dorset; **Dan Gallagher**, Omagh, Co. Tyrone; **Mark Clavering**, Ashington, Northumberland; **Iain Lowson**, Peebles, The Borders; **Christian Roig**, Roshilde, Denmark; **Mr.Matthew Bridges**, Chelmsford, Essex; **Mark Clapham**, Pannal, Harrogate; **Philip Anthony Brown**, Gelding, Nottingham.

Those nice people at Psygnosis will be dispatching your goodies to you pronto...

THE SHINIEST LEATHER IN THE WEST!

Yeee haarrr! Remember tha' lil ol' Rainbow Arts Shiny, Shiny Leather Compo yer ol' Ace buddies ran in them thar perdy Pink Pages back in October? Why sure ya do. We had enough entries even to dry out Sue Ellen, and that sure as hell ain't easy. Those lucky critters mentioned below should be receivin' a pair of sassy Cowboy boots real soon now, and why? 'Cos they was the first out of the editorial ten-gallon hat, that's why.

Mr.M.A. Reed, Kenley, Surrey (he's gonna donate his boots to his perdy lil lady - ma'am ya got yerself a real cool hubby there); Mark Clapham, Harrogate, North Yorkshire;and Glen Durrant, Canvey Island, Essex.

Well, that's all for this month folks. But you be sure to toon in to next month's compo results page. Ya never know, it could be your lucky day. See y'all there.

THE PINK ?

We've got a bit ? hanging over the Pink Pages – and we reckon you can help us.

Traditionally on ACE the Pink Pages are put together during the last day or two of the month – and this is often reflected in the chaotic nature of the section! However, from now on we'll be slotting them into the full production cycle: and that means we can pack more into Pink than ever before.

However, we'd like to hear from Pinkers on the subject. Perhaps you've got some great ideas for the section that we ought to know about. Now's your chance to tell us.

Furthermore, we're prepared to open up access to the Pink Pages in a way not usually done on magazines. We've already printed many cartoons and short stories sent in by readers – perhaps you're a budding cartoonist or fiction writer who'd like to get into print. Now's your chance.

Althernatively, you may have a special interest you pursue and about which you have expert knowledge: flying perhaps (so you could sound off about flight simulators) or MIDI (so you could sound off about sound). Short articles in areas of special interest will often find a place on these pages.

You can also help by writing to us to let us know what you think of the current features in the Pinks: the games survey, the Stock Market (just starting this issue); the puzzles, the crossword (missing this month but back again next month); and so on. Every bit of information we get from you helps us to build a better magazine.

Don't forget that the Pinks were always intended to be YOUR pages...and also pages to have FUN with. So get in touch now with:
The Pink Pages Editor,
ACE Magazine
Priory Court
30-32 Farringdon Lane
LONDON
EC1R 3AU.

PREMIER MAIL ORDER

16 Bit Software

GAME	ST PRICE	AMIGA PRICE
3D Pool	11.99	11.99
★Action Fighter	15.99	15.99
Altered Beast	13.99	16.99
ADV Rugby Sim	11.99	11.99
ADV Ski Sim	11.99	11.99
African Raider	16.99	16.99
Afterburner	13.99	16.99
APB	12.99	12.99
★Amos		19.99
Archipelago	15.99	15.99
Archon Collection		8.99
Arctic Fox		8.99
Arkanoid 2 Revenge	11.99	14.99
Ball of Power 1990	14.99	14.99
Barbarian 2 PAL	11.99	11.99
Bards Tale	8.99	8.99
Batman	12.99	15.99
★Batman the Movie	13.99	16.99
Battlechess		17.99
Battlehawks 1942	16.99	16.99
★Beach Volley	14.99	16.99
Blood Money	16.99	16.99
Bloodwych	16.99	16.99
★Cabal	14.99	16.99
Captain Blood	7.99	7.99
Carrier Command	14.99	14.99
★Chaos Strikes Back	14.99	
★Chase HQ	14.99	16.99
Chuckie Egg 1&2	11.99	11.99
Colossus Chess X	16.99	16.99
★Continental Circus	13.99	13.99
Cosmic Pirate	11.99	14.99
Crazy Cars 2	11.99	14.99
Deluxe Music con kit		49.99
Deluxe paint 3		49.99
Deluxe photolab		49.99
Deluxe print 2		49.99
Deluxe production		89.99
Deluxe Video		49.99
Double Dragon	11.99	11.99
★Double Dragon 2	13.99	13.99
Dragon Ninja	12.99	15.99
★Dragon Spirit	12.99	12.99
Dragons Lair 1m		29.99
Dungeon Master	16.99	16.99
Elite	14.99	14.99
Emmanuelle	11.99	11.99
Empire Strikes Back	9.99	9.99
F16 Combat Pilot	16.99	16.99
Falcon F16	16.99	19.99
Falcon mission disc	13.99	13.99
Fed of free traders	19.99	19.99
Ferrari F1	17.99	19.99
Fish	14.99	14.99
Flight Sim 2	26.99	26.99
FLT disk 7/11	13.99	13.99
FLT disk Eur.	13.99	13.99
FLT disk Japan	13.99	13.99
Flying Shark		14.99
Footman 2 exp kit	8.99	8.99
Football Director 2	11.99	11.99
Football Manager 2	11.99	11.99
Forgotten World	13.99	13.99
Frontier (EPT)	14.99	14.99
Fun School 2 (6/8)	15.99	15.99
Fun School 2 (8+)	15.99	15.99
Fun School 2 (<6)	15.99	15.99
Fusion		15.99
Galdregons Domain	11.99	11.99
Garfield	9.99	9.99
Garfield Winter	11.99	11.99
★Ghostbusters 2	13.99	16.99
★Golden Shoe	13.99	13.99
Gunship	14.99	14.99
Hacker 1 or 2	7.99	
★Hard Drivin	13.99	13.99
Hawkeye	12.99	12.99
Heroes of Lance	16.99	16.99
Hostages	14.99	14.99
Hunt for Red Oct	14.99	14.99
Hybris		19.99
INC Shrink Sphere	9.99	9.99
Indy Jones-Action	13.99	13.99
Indy Jones-Adventure	16.99	16.99
Interceptor		15.99
INT Karate +	13.99	16.99
★It came from the Desert		19.99
Jaws	12.99	12.99
Jet	26.99	26.99
Joan of Arc	13.99	16.99
Kennedy Approach	14.99	14.99
Kick Off	11.99	11.99
Kind Words 2		34.99
King's Quest 4	21.99	21.99
Kingdoms of England		15.99
Kristal	17.99	17.99

16 Bit Software

GAME	ST PRICE	AMIGA PRICE
Kult	15.99	15.99
L'board birdie	13.99	16.99
Leisure suit Larry 2	19.99	19.99
Licence to Kill	12.99	12.99
★Light Force	16.99	16.99
★Lost Patrol	13.99	16.99
Lombard Rac rally	14.99	14.99
Lords of rising sun		19.99
Maria Whittaker	9.99	9.99
Menace	11.99	12.99
Microprose soccer	14.99	14.99
Millenium 2.2	16.99	16.99
Mr. Heli	15.99	15.99
New Zealand Story	13.99	16.99
Night hunter	13.99	
Operation Neptune	14.99	14.99
★Operation Thunderbolt	14.99	16.99
Operation Wolf	11.99	14.99
Outrun	7.99	7.99
Pacland	11.99	11.99
Pacmania	11.99	11.99
Paperboy	12.99	12.99
Passing Shot	13.99	13.99
Peter Beardsley	12.99	12.99
Pirates	15.99	
Police Quest		16.99
Police Quest 2	16.99	
Populous	16.99	16.99
Populous-Prom. land	7.99	7.99
★Powerdrift	13.99	16.99
Powerdrome	15.99	15.99
Precious Metal	15.99	15.99
Premier collection	18.99	18.99
Purple Saturn Day	14.99	14.99
R Type	13.99	16.99
Raider		11.99
★Rainbow Islands	15.99	15.99
Rambo 3	11.99	14.99
Red heat	12.99	15.99
Renagade 1 or 3	12.99	15.99
Return of the Jedi	9.99	9.99
Rick Dangerous	16.99	16.99
Ringside	14.99	14.99
Road Blasters	13.99	13.99
Robocop	12.99	15.99
Rocket Ranger	19.99	19.99
Run the gauntlet	11.99	14.99
Running Man	14.99	14.99
Shadow of beast		26.99
Shadowgate	11.99	14.99
Shinobi	12.99	12.99
Shoot em up con kit	19.99	19.99
Silent service	14.99	14.99
★Skate or die	17.99	17.99
Sleeping Gods lie	14.99	14.99
Speedball	11.99	11.99
Star Wars	9.99	9.99
Star Wars Trilogy	16.99	16.99
Strarglider 2	14.99	14.99
S Davis wld snkr	11.99	11.99
Stos	19.99	
Stos compiler	13.99	
Stos maestro	16.99	
Stos sprites 600	11.99	
Strider	13.99	13.99
Strip poker 2+	9.99	9.99
Stunt Car Racer	15.99	15.99
Super Hangon	13.99	16.99
★Super Wonderboy	14.99	16.99
Sword of Sodan		16.99
Talespin	17.99	17.99
Targhan	15.99	15.99
Teenage Queen	11.99	11.99
Test Drive 2 Duel		21.99
Time and Magic	11.99	11.99
★Toobin	13.99	13.99
Tracksuit Manager	11.99	11.99
TV Sports Football	16.99	19.99
Typhoon Thompson	11.99	11.99
UMS Scenario 1	8.99	8.99
UMS Scenario 2	8.99	8.99
★UMS 2	15.99	15.99
Univ Military Sim	14.99	14.99
★Untouchables	13.99	16.99
Vigilante	9.99	9.99
W Gretzky Hockey		24.99
Vindicators (Domark)	11.99	11.99
Virus	11.99	11.99
Virus Killer		8.99
Voyager	12.99	15.99
War in Middle Earth	14.99	14.99
Weird Dreams	14.99	14.99
Xenon 2 - Megablast	15.99	15.99
Xybots	12.99	12.99
Zak McCracken	16.99	16.99

Sega Software

GAME	PRICE
Action Fighter	22.95
Afterburner	24.95
Alex Kid in mirade world	22.95
Alex Kid Lost Stars	24.95
★Alex Kidd - Hi Tech	24.95
Alien Syndrome	24.95
Altered Beast	24.95
Astro Warrior	22.95
Aztec Adventure	22.95
Bank Panic	14.95
Black Belt	22.95
Blade Eagle 3D	24.95
Bomber Raid	24.95
California Games	27.95
Captain Silver	24.95
Choplifter	22.95
Cyborg Hunter	24.95
Double Dragon	24.95
Enduro Racer	22.95
F16	14.95
Fantasy Zone	22.95
Fantasy Zone 2	24.95
Fantasy Zone 3	24.95
★Galaxy Force	37.95
Gangster Town	19.95
★Ghostbusters	27.95
Ghost House	14.95
Global Defence	22.95
Golvelious	24.95
Great Baseball	22.95
Great Basketball	22.95
Great Football	22.95
Great Golf	22.95
Great Volleyball	22.95
Kenseiden	24.95
Kung Fu Kid	22.95
Lord of the Sword	24.95
Maze Hunter 3D	24.95
Miracle Warrior	32.95
Missile Defence 3D	24.95
Monopoly	29.95
My Hero	14.95
Ninja	22.95
Outrun 3D	24.95
Outrun	24.95
Penguin Land	29.95
Phantasy Star	39.95
Poseidon Wars 3D	24.95
Power Strike	22.95
★Pro Football	24.95
Pro Wrestling	19.95
Quartet	19.95
R.Type	29.95
Rambo 3	24.95
Rampage	24.95
Rastan	24.95
Rescue mission	22.95
Rocky	24.95
Secret Command	22.95
Shanghai	22.95
Shinobi	24.95
Shooting Gallery	22.95
Shooting games	22.95
Space Harrier	24.95
Space Harrier 3D	24.95
Spy v Spy	14.95
Super Tennis	14.95
Teddy Boy	14.95
Thunderblade	24.95
Time Soldiers	24.95
Transbot	14.95
Vigilante	24.95
Wonderboy	22.95
★Wonderboy 3	27.95
Wonderboy Monsterland	24.95
World Grand Prix	22.95
World Soccer	22.95
Y's	32.95
Zaxxon 3D	24.95
Zillion	19.95
Zillion 2	22.95

Sega Hardware

3D Glasses	39.95
Light Phaser	29.95
Light Phaser + s/ware	44.95
Master System (+s/w)	79.95
M.Sys+gun/glasses	129.95
M.Sys+Phaser	99.95
Rapid Fire Unit	5.99

Commodore 64 Software

GAME	CASS	DISC
3D Pool	6.50	8.99
APB	6.99	9.99
Baal	6.99	9.99
Batman 2	6.25	9.99
Batman the Movie	6.99	9.99
Battlechess		10.99
Battlefront		14.99
★Beach Volley	6.99	9.99
★Cabal	6.99	9.99
★Carrier Command	9.99	13.99
Carriers at War		14.99
Cricket Master	6.50	
★Continental Circus	6.99	9.99
Indy Jones Crusade	7.50	9.99
★Chase HQ	6.99	9.99
Curse of the Azure Bond		16.99
Double Dragon	6.99	9.99
★Double Dragon 2	6.99	9.99
★Dragon Spirit	6.99	9.99
Dragon Ninja	6.99	9.99
Earth Orbit Station		5.99
Emlyn Hughes	6.99	8.99
F15 Strike Eagle	6.99	9.99
Football Director	6.99	
Football Manager	2.99	
Football Manager 2	6.99	
Football Man 2 Exp Kit	5.50	
Forgotten World	6.99	9.99
Fun School 2 (6-8)	7.99	9.99
Fun School 2 (over 8)	7.99	9.99
Fun School 2 (under 6)	7.99	9.99
Game Set Match 2	8.99	
★Ghostbuster 2	7.99	10.99
★Hard Drivin	6.99	9.99
Kick Off	6.99	9.99
Konami Collection	6.99	9.99
Leaderboard Par 4	10.99	12.99
Leagacy of the Ancients		5.99
License to Kill	6.99	9.99
Microsoccer	9.99	13.99
Mini Office 2	10.99	13.99
Mr Heli	6.99	
New Zealand Story	6.99	9.99
★Operation Thunderbolt	6.99	9.99
Operation Wolf	5.99	9.99
Passing Shot	6.99	
Pirates	9.99	13.99
★Powerdrift	7.99	10.99
R Type	6.99	9.99
★Rainbow Islands	6.99	9.99
Rambo 3	6.50	9.99
Red Heat	6.99	
Red Storm Rising	9.99	13.99
Renegade 3	6.99	
Rick Dangerous	6.99	9.99
Robocop	6.50	9.99
Run the Gauntlet	6.50	9.99
Russia		14.99
Shoot em up Con Kit	10.99	14.99
Silent Service	6.99	9.99
Shinobi	6.99	9.99
Speedball	6.99	9.99
Star Wars Trilogy	8.99	10.99
Strider	7.50	9.99
Taito Coin Op	8.99	11.99
The In Crowd	8.99	10.00
Track Suit Manager	6.99	
★Toobin	6.99	9.99
★Untouchables	6.99	9.99
Vigilante	6.99	
War in the Middle Earth	6.99	9.99
Wac Le Mans	6.50	9.99
Xybots	6.99	9.99
Zak McKraken		10.99

Commodore 64 Bargains

GAME	CASS	DISC
Ace of Aces	2.99	
Ace 2088	2.99	
Ankh	1.00	
Artic Fox	2.99	
Bards Tale	2.99	
720	2.99	
Captain Blood	3.99	
Cobra	2.99	
Commando	2.99	
Empire Strikes Back	3.99	
Star Wars	3.99	
Return of the Jedi	3.99	
Enduro Racer	2.99	
Gauntlet 1 or 2	2.99	
Supreme Challenge	5.99	
Match Point	2.99	
Phobia	3.99	6.99
Inc Shrink Sphere	3.99	6.99
TKO	2.99	6.99
Fast Break	2.99	6.99
Rack Em	2.99	6.99
Serve and Volley	2.99	6.99
World Games	2.99	
Summer Games	2.99	
Pitstop 2	2.99	
Wizball	2.99	
Ye Ar Kung Fu	2.99	
Thunderbirds	5.99	

Titles marked ★ are not yet avialable and will be sent on day of release. Please Send Cheque/PO/Access/Visa No. and expiry date to: Dept AC 12, Trybridge Ltd., 8 Buckwins Sq., Burnt Mills, Basildon, Essex. SS13 1BJ

Please state make and model of computer when ordering.
P & P inc. UK on orders over £5.00. Less than £5.00 & Europe add £1.00 per item.
Elsewhere please add £2.00 per item for airmail.
These offers are available mail order only. Tel: 0268 590766.

THE PRIZE PUZZLE PAGE

SORRY!

Whoops, prize puzzle 19, printed in last months issue was subject to a slight hiccup. Unfortunately the sum did not reproduce on the page quite as it should of done.

For those of you who spent hours trying to figure it out and failing....sorry! And to make recompense here is the offending article once again, only this time with the sum in the correct format. The deadline for entries for puzzle 19 is now 7th December 1989.

PRIZE PUZZLE 19

Set by Archie Medes

Jamie was never much good at long multiplication.

'I blame these pocket calculators,' his father was heard to complain, 'Everyone gets lazy and relies on them too much. In my day we had to use brain power....'

'Alright Dad,' replied Jamie, 'Point made! But if you want to exercise **your** little grey cells here's a long multiplication for **you** to try!'

Jamie sketched the following skeleton multiplication sum on a piece of paper. Adding a few digits he handed it over.

```
        - - - 2
        - - 3 -
        -------
      - - 4 - -
    - - 5 - -
  - - 6 - -
- - 7 - -
-----------
- 8 - - - - - -
-----------
```

The next day at work Jamie's dad was all set to give up until a colleague came to the rescue with a short computer program. In the sum shown the dashes represent the positions of the missing digits.

Can you complete the sum?

PRIZE PUZZLE 20

Set by Archie Medes

If there is one thing that Henry cannot stand it's Christmas shopping. Over the preceding weeks he had done his best to put off the day on which he had to venture into town, fight his way through the crowds and try to find gifts suitable for all those on his list of recipients.

However, to help him in his task he had jotted down a list of items and their prices:

Cassette Player
£15.99

Cuddly teddy bear
£8.85

Gramaphone record
£5.99

This year's trendy game
£21.73

Bottle of gin
£9.47

Christmas hamper
£17.59

Shirt & matching tie set
£11.00

This list proved a great help as he was able to select all of his presents from this list (although he did not necessarily buy every item listed). His only complaint was the total bill which came to exactly one hundred pounds. For all his faults, Henry is very generous when it comes to giving presents to his friends and I already have it on good authority that I am down to receive a shirt and tie set!

Can you discover exactly which items were on Henry's present list?

PUZZLE 19 ENTRY FORM

NAME: ..... Telephone Number: .....

ADDRESS .....

.....

Closing date 7th December 1989 (revised deadline)

PUZZLE 20 ENTRY FORM

NAME: ..... Telephone Number: .....

ADDRESS .....

.....

Closing date 7th December 1989

Computer Adventure World

WE SPECIALISE IN BRITISH & IMPORTED SOFTWARE for ST AMIGA IBM C64 DISC

ADVENTURES-FANTASY-WARGAMES-STRATEGY

OUR 2nd STORE IS NOW OPEN!!

318 Kensington, Liverpool. L7 OEY
Telephone : [051] 263 6306.

LOTS OF HARDWARE & SOFTWARE BARGAINS AVAILABLE AT BOTH STORES !!!

ALTHOUGH WE SPECIALISE IN "STRATEGY - STYLE" SOFTWARE WE STOCK JUST ABOUT EVERYTHING FOR COMPUTERS INCLUDING: *SOFTWARE:* AMSTRAD CPC - APPLE II - ATARI ST & 8 BIT - BBC & ELECTRON - COMMODORE AMIGA & C64 IBM COMPATIBLES BOTH 5.25" & 3.5" - MSX - SPECTRUM - SEGA & ATARI VIDEO GAMES
HARDWARE: AMSTRAD PC/PCW/ CPC - ATARI PC/ ST - ACORN - COMMODORE PC/AMIGA/ C64 -DISKDRIVES CITIZEN & STAR PRINTERS - PHILIPS MONITORS AND TV'S - SEGA SYSTEMS - *AND MORE!!!*
ACCESSORIES: BLANK DISCS & BOXES - PRINTER RIBBONS & PAPER - LEADS - COVERS - STANDS - JOYSTICKS

LATEST TITLES: INCLUDING IMPORTS FROM THE USA:

THE MAGIC CANDLE ... LARGE SCALE 'ULTIMA STYLE' GRAPHIC PARTY RPG:DETAILED WORLD ... AM/IBM/C64 ... £32-50
POOLS OF RADIANCE .. GREAT FANTASY RPG:COMPLETE WITH SSI/TSR'S MAPPED HINT BOOK .. ST/AM/IBM/C64 .. £29-50
ULTIMA V ... AT LAST!THE BIGGEST & BEST YET:COMPLETE WITH ORIGINS DETAILED HINT BOOK .. ST/AM/IBM ... £29-50
UNIVERSE III .... OMNITREND'S LARGE 'GRAHIC QUEST RPG':ANIMATED COMBAT:ZOOM FEATURE .. AM/ST/IBM ... £32-50
STAR COMMAND ... LOTS OF DETAIL IN THIS LARGE 'SPACE RPG':MINI-QUESTS & TACTICAL COMBAT .. ST/IBM £27-00
MIGHT & MAGIC II ... HUGE FANTASY GRAPHIC PARTY RPG:DETAILED WORLD:MANY QUESTS .. IBM/C64/APPLE .. £39-95
PROPHECY ... GRAPHIC RPG:28 CHARACTERS-60 WEAPONS-7 DUNGEON LEVELS-GREAT 'MAGIC' ... IBM SO FAR ... £32-50
SWORD OF ARAGON ... FANTASY STRATEGY WARGAME:EXPAND YOUR KINGDOM-DEVELOPE COMMERCE AND AGRICULTURE-PAY TROOPS-EVEN NAME YOUR UNITS!-TACTICAL COMBAT .. IBM SO FAR . £27-00
OMEGA ... DESIGN,IMPROVE & OPERATE THE ULTIMATE 'CYBERTANK':VERY HIGHLY DETAILED .. AM/IBM/APP .. £37-50
FIRE BRIGADE ... DETAILED GRAPHIC ARMORED COMBAT AT KIEV IN WWII:ST DUE SOON-NOW FOR IBM/AM £27-00
GHENGIS KHAN .. FROM'KOEI' OF JAPAN:EXCELLENT STRATEGY,RPG AND WARGAME OF ANCIENT CONQUEST: COMMERCE,BRIBERY,SUBVERSION,TACTICAL COMBAT FEATURE:LOTS OF ATMOSPHERE . IBM £49-50
EMPIRE OF 3 KINGDOMS .. ANOTHER HIGHLY DETAILED GAME FROM 'KOEI' OF THE UNIFICATION OF CHINA IBM £49-50
ARMADA ... DETAILED TACTICAL NAVAL COMBAT FROM AUTHOR OF 'WATERLOO/ BORODINO':DUE NOW ON ST . £27-00
EMPIRE ..... ONE OF THE BEST STRATEGIC GAMES OF GLOBAL CONQUEST INC PRODUCTION ETC ... AM/ST/IBM ... £24-50.
STARFLEET II ... LARGE SCALE DETAILED GALACTIC WARGAME:PLANETARY INVASIONS & MORE .. IBM SO FAR .. £39-95
MICROLEAGUE BASEBALL II ... "THE" TOTAL BASEBALL SIMULATION INC. MANAGEMENT & LEAGUE ... ST/IBM £42-50
NFL CHALLENGE ... HIGHLY DETAILED & COMPREHENSIVE US FOOTBALL SIMULATION:NFL APPROVED ... IBM £65-00
MSFL ..... COMPLETE GRAPHIC US FOOTBALL SIMULATION FOR IBM .... £39-50 : DATA & TEAMS DISC FOR MSFL £25-00
JOHN ELWAYS QUARTERBACK .... GRAPHIC REAL TIME GAME WITH LOTS OF PLAYS AND ACTION ..... IBM/C64 ..... £29-50
PURE STATS FOOTBALL .... SPLIT SCREEN DETAILED 'US' SIMULATION INCLUDING THE 86 SEASON TEAMS .. C64 .. £32-50
SUPER SUNDAY ... AVALON HILL'S COMPREHENSIVE US FOOTBALL SIM. FOR IBM/APP/C64 .. £29-50:TEAMS DISC .. £20-00
LATEST 'SIMULATIONS CANADA' 1 OR 2 PLAYER COMPUTER MODERATED BOARD WARGAMES INCLUDING MAPS ETC:
GRAND FLEET .... 'DREADNOUGHT CONFLICT' PRE & POST WWI IN THE ATLANTIC:INC.DIY SCENARIOS .. ST/IBM .. £35-00
KREIGSMARINE ....SEQUEL TO GRAND FLEET:NAVAL CONFRONTATION IN THE ATLANTIC IN WWII ..... ST/IBM £35-00
NORTHERN FLEET .... MODERN NAVAL COMBAT IN THE NORTH ATLANTIC:MANY SCENARIOS & DIY ..... ST/IBM £35-00
MBT ... 'MAIN BATTLE TANK'-MODERN DETAILED OPERATIONAL LEVEL ARMORED COMBAT IN EUROPE . ST/IBM £35-00

LATEST OFFICIAL 'HINT & SOLUTION' BOOKS : MANY IMPORTED TITLES :

QUEST FOR CLUES II: 40 DETAILED & MAPPED SOLUTIONS BOOK FROM 'ORIGINS' INCLUDING:
POOLS OF RADIANCE-ULTIMA V-MANHUNTER NY-STAR COMMAND-TIMES OF LORE-SPACE QUEST II & MORE £18-50
ULTIMA V .. £8-95 : AZURE BONDS *OR* POOLS OF RADIANCE.. £7-95 EACH : KINGS QUEST I,II,III,OR IV .. £7-95 EACH
MANHUNTER NY .. £8-95 : SPACE QUEST I OR II .. £7-95 EACH : POLICE QUEST I OR II .. £7-95 : L.SUIT LARRY .. £8-95
BARDS TALE I,II OR III .. £6-95 EACH : MIGHT & MAGIC I .. £10-50 : WASTELAND .. £7-95 :*MANY MORE AVAILABLE!*

SEND LARGE 38p SAE FOR FREE DESCRIPTIVE CATALOG & DISCOUNT VOUCHER
THIS DETAILS OUR 'SPECIALIST GAMES' & MORE : PLEASE STATE YOUR COMPUTER FORMAT WHEN ORDERING.

PAYMENT : MASTERCARD/ACCESS-VISA-UK CHEQUE OR POSTAL ORDER-EUROCHEQUE-REGISTERED CASH
POSTAGE : IN UK IS FREE - PER GAME EUROPE £2 & ELSEWHERE £5 : SENT 1ST. CLASS RECORDED /AIR MAIL

Computer Adventure World

Bank Buildings, 1A Charing Cross, Birkenhead L41 6EJ
Telephone: 051-666 1132

WIN A FERRARI!

This month Ace and Domark give you the chance to win the car of your dreams. We're giving away not one, but five (yes, count them) Ferrari F40s. Wha'd'ya mean you don't believe me? Oh... right... Ok then. They're actually Radio Controlled Ferraris (and believe me, they are lush).

The models come with a full-function controller with forward, reverse, left/right turn, and stop controls. There are two forward speeds and a turbo charger(which means this baby runs very, very quickly). Power comes from easily recharged ni-cad batteries, and for night driving there are automatic headlights.

So what is all this generosity in aid of then? Well, Domark is celebrating the launch of the latest title on the Tengen label, Hard Drivin'. Domark have already brought you a great driving game in the form of Tengen's APB, a quirky chase game fetauring Officer Bob, a hard working patrolman. Now they are about to release computer versions of the best driving simulation ever to hit the arcades.

The game has been heralded as the most realistic driving sim ever. You'll be stunned by the smooth solid 3D vector graphics, and superb handling of the car. There are three seperate challenges in Hard Drivin'. First there's the Speed Track where the challenge lies in beating the fastest time. To do this you must overtake slower cars while avoiding oncoming traffic. Once you've mastered that you can try the Stunt Track which features a draw bridge (which always seems to be open!) and a complete vertical loop!

If you manage to complete both courses, and that ain't easy, you can challenge the ghostly phantom photon in a test of nerve and co-ordination. Sound good to you? Sure sounds good to me... look out for this one over Christmas.

So, what do you have to do to win one of these 'ere right flash Ferraris. First, answer the questions below:

(i) Which company produced the original Hard Drivin' Coin-op?

(ii) What was the name of another recent driving game from Domark which featured a hard working police patrolman?

(iii) Which of the following feature is not to be found on the Radio-Controlled Ferrari F-40s?

(a)Two-speed forward running,

(b)In-car stereo,

(c)Working headlights.

Hold it, hold it, I'm not finished yet. Once you've done that take the following words and use them to construct a new phrase. You don't have to use all of the letters, but you can't use any that aren't given here. The senders of the five wittiest and most pertinent phrases (with all the questions right) will win the Ferraris.

DOMARK TENGEN HARD DRIVIN FERRARI

Send your answers on the form below to:

Yeah, sure I wanna Ferrari, ACE magazine, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU.

Don't forget to clearly state your name and address. Entries must reach us by 7th December 1989.

ACE FERRARI COMPETITION ENTRY FORM

NAME .....

ADDRESS .....

.....

.....

.....

Send entries to;

Yeah, sure I wanna Ferrari,
ACE,
Priory Court,
30-32 Farringdon Lane,
LONDON, EC1R 3AU

Answers

CDI UPDATE

STEVE COOKE KEEPS YOU CLUED UP ON DEVELOPMENTS IN THE CDI WORLD AND VISITS MIRRORSOFT TO SEE THE NEW CDI VERSION OF THE GUINNES BOOK OF RECORDS...

CD-I is rapidly taking up position to become the dominant entertainment medium of the near future. But don't just take our word for it – ask Pergamon Compact Solution who – as part of the same group as Mirrorsoft – are currently investing heavily in the new medium.

As Richard Heasman points out on this month's letters pages, the equipment that usually ends up in our homes does so for two reasons: standardisation and lots and lots of money, for advertising and marketing.

CD-I is already attracting lots and lots of money, because the people who are involved in its development realise that whoever gets it right will reap massive rewards. The digitisation of music (CD) and video (laser disk) means that in future computer games will for the first time share a common format with other media. Combine that with all the money to be made from converting old ideas on video and LP's into 'new' ideas (in marketing terms) on CD-I and you've got a good excuse for the big boys to get involved. And they only do so when they know that somehow they're going to get their money back.

ACE is about to publish a theme issue on digital entertainment, covering not only CD-I but also the newer and more important DVI. DVI stands for Digital Video Interactive and is based upon work done by RCA. Unlike CD-I, it allows you much greater computer control and higher quality computer generated graphics – both of which work together with the same superb video and sound resources that CD-I has.

Pergamon Compact Solution's new version of the Guinness Book of Records is a good example of CD-I in its early – but still very impressive – stages of development. It allows you to select any 'record' and then cue in visual and audio information where appropriate. What's more, Pergamon have designed an entirely new framework for the book that enhances the natural interactivity of the new medium.

This framework is loosely based on the Apple Hypercard system (the same that was used to program Cosmic Osmo) and it is this developing software 'hypertechnology' that is almost certain to drive the new CD-I and DVI games.

The reason for this is that the multi-media nature of these products demands a system that can handle and establish links between very different kinds of information, and 'hypermedia' fulfill this task very well.

At present, hypermedia are restricted to the Apple Mac and, to some extent, the PC. For this reason many early CD-I products are (with the exception of the Philips machine to be released next year – see ACE issue 24) likely to be limited to Apple and PC products. Activision, however, are developing a Hypercard-type application that should, with any luck, be available for the Amiga and possibly for the ST within a few months. This would have a dramatic effect on 16-bit gameplay and we'll be reporting on it in our Hypermedia theme issue in the very near future.

For that issue we've interviewed hyper-ware designers in Britain and the US, so don't miss it – it'll bring you not only up to date, but into the future as well!

SS R VISA

RAPID SERVICE SOFTWARE

SUPPLIERS OF QUALITY SOFTWARE

Access SS R

PERIPHERALS

10 x 3.5" 880k Bulk Pack Discs	9.25
25 x 3.5" 880k Bulk Pack Discs	**only 18.50**
10 x 3" CF2 Discs	25.00
Quick Shot II Joystick	6.99
Cheetah 125+ Joystick (Suitable for Spectrum +2 and +3)	8.99
Cheetah Mach 1 Joystick	9.99
Competition Pro 5000 Joystick	14.99
Zip Stick Super Professional with A/F Joystick	15.99
Zip Stick Super Professional for BBC	16.99
Electron Joystick Interface	14.99
Amstrad 464/664 6148 Joystick Converter for two Joysticks	3.99
Joystick Splitter Lead	4.99
Joystick Extension 3 mtr	4.99
IBM PC Joystick	19.99
IBM PC Game Card	19.99
C64 Power Supply	18.99
48k Spectrum Power Supply	9.99
Electron Power Supply	12.99
C16/+4/C64/Vic 20 Tape Player	21.50
SPE MS + BBC ELE Tape Player	15.00
Amstrad 664/6128 Tape Lead	4.99
BBC/Electron Tape Lead	4.99
Spectrum + 3 Tape Lead	3.99
Spectrum 48k Tape Lead	1.99
ST/Amiga/64C/464 Keyboard Dust Covers	4.99
Mouse Mat	3.99

SPECIAL OFFERS

	AMS	C64	SPE
Action Forcer 2	—	—	1.50
Armagecepon Man	2.50	2.50	2.50
Aquanaut	—	1.50	—
Best of Elite Vol 1	2.99	—	—
Best of Elite Vol 2	2.99	—	—
Bulls Eye	—	2.99	—
Catch 23	1.50	—	—
Camelot Warriors	1.50	1.50	1.50
Countdown	2.99	—	2.99
Dan Dare 2	1.50	—	—
Deactivators	1.50	1.50	1.50
Deflektor	—	1.50	1.50
Dogfight 2187	1.99	1.99	1.99
Election	—	1.50	—
Escape from Singes Castle	1.99	1.99	1.99
Falcon the Renegade Lord	—	1.99	—
Firezone	2.50	—	—
Flunky	1.50	1.50	1.50
Gary Linekers Superstar Socce	—	—	2.99
Greyfell	—	1.50	1.50
Hydrofool	—	—	1.99
Hysteria	—	—	1.99
Laserdisc	4.99	—	4.99
Livingstone	1.50	—	1.50
Nemesis the Warlock	—	1.50	—
Now Games 5	—	—	2.50
Pile Up	—	1.50	—
Popeye	1.50	—	—
Price of Magic	1.99	1.99	1.99
Pulsator	1.50	3.99	1.50
		Disc	
Mickey Mouse	—	2.99	—
Quill/Illustrator	4.99	—	—
Red LRD	—	—	1.50
Slaine	—	—	1.50
Secret Diary of Adrian Mole	—	1.75	—
Snow Queen	—	1.99	1.99
Sorcerer Lord	—	2.50	—
Task 3	—	1.50	—
Transatlatic Balloon Challenge	1.50	1.50	1.50
Track and Field	—	1.50	—
Trap Door	—	1.50	—
Thru the Trap Door	—	1.50	—
Trivial Pursuit	—	4.99	—
Trivial Pursuit Young Players	4.99	—	4.99
Twice Shy	1.99	—	1.99
West Bank	1.99	—	—
Yogi Bear	1.50	1.50	1.50
Yes Prime Minister	1.99	1.99	1.99

ST ALL AT 6.99

Alternative-Backlash-Mighty Mail-Personal Money Manager-Power StruggleUtilities-Vegas Gambler-Mortville-Mandor-Thunderblade. LIMITED STOCKS

LOOK! LOOK! LOOK!

FREE PUBLIC DOMAIN OR DEMO DISC ON ALL ST/AMIGA ORDERS OVER £10

ALL ST/ AMIGA SOFTWARE CHECKED FOR LOADING

WE ALSO SUPPLY SOFTWARE FOR THE FOLLOWING COMPUTERS ATARI VCS 65xE BBC/ELECTRON COMMODORE 64 16 VIC 20 SPECTRUM AMSTRAD MSX DRAGON LYNX SORD M5 PLEASE SEND SAE FOR YOUR CATALOGUE (24p Stamp)

PLEASE MAKE CHEQUES/PO PAYABLE TO RAPID SERVICE SOFTWARE
P.O. BOX 57
MACCLESFIELD
CHESHIRE
SK11 6JE
TEL 0625 615639

TITLE	AMIGA	IBM/PC	ST
Rommel	—	18.99	—
Robocop	18.99	—	14.99
RVF Honda	17.50	17.50	17.50
Running Man	17.50	17.50	17.50
Shadow of the Beast	24.50	—	*
Shinobi	14.99	—	14.99
Strider	18.99*	18.99*	14.99*
Stos Sprites	—	—	10.50
Stos Music Maestro	—	—	17.50
Stos Music Maestro + Hardware	—	—	57.50
Stunt Car	17.50	17.50	17.50
Targhan	18.99	22.50*	18.99
TV Sports Football	22.50	—	18.99
Turbo Outrun 18.99*	—	14.99	
Terrys Big Adventure	10.99*	—	10.99*
UMS	17.50	17.50	17.50
UMS Mission Disc	10.50	—	10.50
Ultimate Darts	14.99	—	14.99
Ultimate Golf	18.99	18.99*	18.99
Vigilante	10.99	14.99	10.99
Zenon II	18.99	18.99	18.99
Zak McKracken	18.99	18.99	18.99

*** Not released at time of publication. Please phone for details.**

TITLE	AMIGA	IBM/PC	ST
Action Fighter	17.50	17.50	17.50
Altered Beast	18.99	—	14.99
APB	14.99	18.99	14.99
Barbarian 2	17.50	17.50	13.99
Bards Tale	7.50	—	7.50
Battlechess	18.99	18.99	18.99
Blood Money	17.50	—	17.50
Bloodwych	18.99	18.99	18.99
Bridge Player 2150 Galactica	17.50	17.50	17.50
Batman the Movie	18.99	—	14.99
Carrier Command	17.50	24.50	17.50
Chase HQ	18.99*	—	14.99*
Collosus Chess X	17.50	17.50*	17.50
Centrefold Sqaures	13.99*	13.99*	13.99*
Deluxe Strippoker	13.99*	13.99*	13.99*
F16 Combat Pilot	17.50	17.50	17.50
Falcon	20.99	26.25 CGA 33.50 EGA	18.99
Falcon Mission Disc	14.99	—	14.99
Fast Lane	14.99*	—	14.99*
Ferrari Formula	18.99	18.99	18.99
Fiendish Freddy	18.99	18.99	18.99
Indiana Jones and the Last Crusade	14.99	18.99	14.99
Indiana Jones Adventure	18.99	22.50	18.99
Journey	—	29.99	—
King Athur	—	18.99	—
Kick Off	17.50	—	13.99
Lombard Rac Rally	17.50	17.50	17.50
Laser Squad	13.99	—	13.99
Leaderboard	7.50	—	7.50
Menace	13.99	17.50	13.99
Microprose Soccer (3.5" only on PC)	17.50	17.50	17.50
New Zealand Story	18.99	—	14.99
Ooze	18.99	18.99	18.99
Out Run	7.50	18.99	7.50
Pools of Radience	*	22.50	*
Personal Nightmare	20.99	—	20.99
Populous	18.99	18.99*	18.99
Populous Data Disc	7.50	—	7.50
Paperboy	13.99	17.50	13.99
Postman Pat	7.50	—	7.50
Pirates	—	—	17.50
Rick Dangerous	17.50	17.50	17.50
Stos	—	—	22.50
Stos Compiler	—	—	13.99

ALL PRICES INCLUDE VAT AND DELIVERY

LMO LONDON MAIL ORDER LMO

Spectrum 48/128K

New Z'land Story D1	5.90
Robocop D1	5.90
A.P.B. D2	6.90
Indiana Jones D3	7.40
Vigilante D2	7.40
Super League	2.60
Action Fighter D1	6.99
Risk D2	7.50
Batman-Movie-D2	7.40
Laser Squad	6.90
Pjt.Stealth Fgt.D2	7.50
2150 Galactica D6	14.95
Beach Volly D2	6.99
Stunt Car D5	11.95
Dragon Spirit D2	7.50
Purple Saturn Day	7.40
C.Yeager's A.F.T. D0	10.99
Eliminator	6.99

Commodore 64/128K

Action Fighter D1	6.99
Vigilante D1	6.99
Laser Squad D1	6.90
Contin. Circus D1	6.99
Captain Fizz D1	7.40
Wicked D2	6.99
Batman-Movie-D2	7.40
Passing Shot D1	5.99
Mr Heli D2	7.50
Stunt Car D5	11.95
Blood Money D1	6.99
Quarterback D1	6.99
Fire Power D2	7.40
Shinobi D2	6.99
Dragon Spirit D1	7.50
Weird Dreams D2	7.50
Xenophobe D1	6.95
A.P.B.	6.90

Amstrad CPC 64/128K

Beach Volley D2	7.40
Shinobi D2	7.40
Risk D2	7.50
Mr Heli D2	7.50
Quarterback D1	7.40
Laser Squad D1	6.90
Dynamite Dux D2	6.99
Cabal D2	7.50
Xenophobe D2	7.50
Carrier Command D2	7.50
Batman-Movie D2	7.50
Dark Force D0	12.99
On the Bench	2.60
Dragon Spirit D2	7.50
Pictionary D4	10.90
Gemini Wing D2	7.40
Indiana Jones D1	6.99
A.P.B.	6.90

XMAS SPECIAL: Altered Beast C64/AMS/SPEC only 6.80 (Cass only)

MSX

Laser Squad D0	6.99
Passing Shot	5.99
BMX Simulator	2.60
Robocop	7.45
Blasteroids	6.99
3-D Pool	7.50

ATARI 8-BIT

Fruit Machine Sim.	2.60
Red Max	2.60
Grand Prix Simulator	2.60

BBC

3-D Pool D4	11.99
Star Wars Trilo. D4	9.99

ARCHIMEDES

3-D Pool	17.99
Laser Squad	17.95

IBM PC

A.P.B. C1	17.99
Action Fighter C5	17.99
Beyond Black Hole C5	24.99
Bloodwych C1	17.99
Chessmaster 2000 C1	17.99
Demons Tomb C5	17.99
Ferrari F.1 C1	18.50
Gin & Cribbage C5	24.99
Highway Patrol C5	17.95
Indiana Jones C1	14.50
Knightforce C1	17.95
M1 Tank Platoon C1	32.95
Micropose Soccer C5	17.95
Neuromancer C1	17.99
Paladin C5	17.99
Quarterback C5	17.99
Risk C5	17.95
Rommel C1	18.99
Shinobi C5	17.99
Sleeping Gods Lie C1	17.99
Stunt Car C5	17.95
Sword of Aragon C1	24.99
Vigilante C1	13.99
Weird Dreams C5	18.99
Xennon 11 C1	17.99
Xenophobe C5	18.50

ATARI ST

Action Fighter	17.99
Bankok Night	13.99
Adidas Golden Shoe	13.99
Batman the Movie	13.99
Beach Volley	13.99
Bad Company	13.99
Bridge Player 2150	23.95
Cabal	13.90
Chessmaster 2000	18.50
Chicago 90	13.95
Demons Tomb	13.99
Dragon Spirit	13.99
Emperor O.T. Mines	18.99
Future Wars	17.99
Gridiron	17.99
Hound of Shadow	17.90
Highway Patrol	17.95
Infestation	17.95
Iron Tracker	13.95
Ivanhoe	14.50
Knight Force	18.95
Laser Squad	13.95
Light Force	17.99
Matrix Marauders	13.95
Never Mind	13.95
North & South	17.95
Quarterback	13.99
Rainbow Warrior	17.99
Risk	13.95
Stryx	13.95
Super Quintet	17.95
Stunt Car	18.95
S.League Soccer	17.99
The Lost Patrol	13.99
Triad II	18.95
TV Sports F/ball	17.99
Xennon II	17.99

AMIGA

3-D Pool	17.99
Action Fighter	17.99
A.P.B.	14.99
Bad Company	17.99
Barbarian 2 (PSY)	17.95
Barbarian 2 (PAL)	17.99
Batman the Movie	17.99
Beach Volley	17.95
Chicago 90	13.95
Demons Tomb	13.99
Damocles	17.90
Dragon Spirit	13.99
Emperor O.T. Mines	18.99
Future Wars	17.90
Gin & Cribbage	24.99
Gridiron	17.99
Highway Patrol	17.95
Infestation	18.50
Iron Tracker	14.50
Ivanhoe	18.99
Keef the Thief	17.99
Lancaster	14.95
Laser Squad	13.95
Life & Death	24.99
Light Force	17.99
Neuromancer	18.99
Never Mind	13.95
North & South	17.95
Paladin	18.99
Risk	13.95
Shinobi	13.99
Swords O. Twighlight	18.99
The Lost Patrol	17.99
Triad II	18.95
Turbo	13.95
W. Gretzky Hockey	17.99
Xenophobe	17.95

Business Section

ATARI ST

Book Keeper (Sage)	99.00
Accountant (Sage)	150.00
Accountant Plus	250.00
VIDI-ST Digitiser	95.00
Home Accounts	24.95
Digicalc	39.95
Time works DTP	79.99

AMIGA

Stop Press	34.99
S/base Personal	85.00
Protext	85.00
Prowrite	75.00
Word Perfect	199.99
Business Graphic	39.95
Digipaint	59.95

★ HARDWARE ★ UTILITIES ★ PERIPHERALS ★ JOYSTICKS ★

Computers	PRICE
Atari Portfolio – Smaller than a filofax – IBM compatible	215.00
Atari 520 STFM – 1 Meg Drive – Explorer Pack – Special Price	264.99
Atari 1040 STFM – as above but with 1 MB of RAM	459.99
Atari 1040 STFM – With mono monitor	549.99
Atari 1040 STFM – With colour monitor	739.99
Atari Mega ST1 – With mono monitor – 1 MB RAM	639.99

Atari ST Monitors

12" Mono – suitable for the ST range – SM124	149.65
12" Colour – suitable for ST – SC1224	289.99
Philips 12" – high res. mono monitor – BM7502	92.99
Philips RGB/Composite video 14" colour – Medium res. – CM8833	310.00

Joysticks

Quickjoy II	6.95	Mega Blaster	6.99	Wizzmaster	11.99
Moonraker	4.99	Speedking Auto	9.99	Quickshot II	6.95
Sureshot	9.95	Sega S/king Auto	9.99	Quickshot II Plus	8.95
Sureshot Supreme	12.95	Konix Navigator	12.99	Quickshot II Turbo	9.95
Zipstick Super Pro.	11.95	Cheetah Challenger	4.99	Quickshot Sega	9.95
Super Pro. Auto	12.95	Cheetah 125+ Auto	6.95	Quickshot IBM	12.95
Star Probe	12.95	IBM J/S Adaptor	4.95	Card IBM	19.95

★ Special ★ FOR IBM USERS ONLY – Quickshot IBM + Card IBM Only £25.00

Codes on some titles:
For disk versions – DO = Disk Only, D1 = 10.95, D2 = 11.95, D3 = 12.95, D4 = 13.95
D5 = 18.95, D6 = 23.95
For IBM Software – C1 = BOTH 3.5" & 5.25" AVAILABLE, C3 = 3.5", C5 = 5.25".

All above prices include VAT and P&P. (UK only).
For customers outside the UK add £1.50 to each item.
How to Order: Make Cheques/Postal Orders payable to: LONDON MAIL ORDER
Send with your NAME and ADDRESS, COMPUTER TYPE to:
47 MARRIOTT'S CLOSE, LONDON NW9 7QB
Goods despatched within 24 hours (subject to availability).
Enquiry Line Open 8.00 am till 8.00 pm Mon-Fri. Telephone: 01 202 1792
Sorry no credit cards taken at the moment.

LOGOTRON LOVELIES

Here at the ACE office we were having a fairly humdrum, dull, grey afternoon when who should call but the delectable Jane Smith of Logotron (Yes indeedy, she of the infamous dancing belly), offering us no less than ten copies of *Starblaze*, worth a good £19.99 of anyone's money, and *Bad Company*, clocking in at even more (£24.99).

Oh joy, now life seemed worth living again - freebie copies of two of the latest and greatest shoot-em-ups to grace the RAM chips of STs and Amigas world wide.

Imagine a game with the playability of *R-Type* and the stupendous graphics of *Starglider II*, and you will have something approaching *Starblaze*. The resulting game is something that shoot-em-up fans have dreamed of for a long time. Here's your chance to be the first to experience the reality.

Uh oh... you've fallen into *Bad Company* (not an ACE reader, surely). In this game there are no good guys, just you, your sidekick, and wave after wave of 'orrible bug-eyed creepy-crawly thingies that deserve nothing better than to be turned into insect soup. This *Operation Thunderbolt* basher features a simultaneous two-player option, four complete planets of aliens to clear, superb 3D combat, and.. and.. and..

Seriously though folks, if yer wants to be one of the first to get yer mitts on these lovelies from Logotron, nows yer chance. All you have to do is (he says in customary Pink Pages fashion)... answer the following eezy peezy questions.

1) What was the name of the addictive maze game which was the first to appear from Logotron (and also happened to be one of the first to get an ACE 900+ rating)?

2) What was the name of the stunning *Defender* bashing shoot-em-up from Logotron, soon to make a welcome reappearance on the Konix Console?

3) Name any two other Logotron Games (excepting the two you stand to win).

Send your answers on the back of a postcard or stuck-down envelope, along with your name, address, and whether you wish to recieve ST or Amiga versions of the game if you win. Entries must arrive by 7th December 1989. As per usual no post compo correspondance will be entered into, and employees of EMAP and Logotron Entertainment are absolutely barred from entering (sorry...).

MONTHLY PAYMENTTERMS ARE NOW AVAILABLE THROUGH LOMBARD TRICITY FINANCE ON ALL PURCHASES OVER £150.00. PLEASE RING FOR DETAILS

COMPUTERS ATARI 520STFM

NEW!! POWER PACK
PACK A
Atari 520STFM with 1MB Disc Drive Mouse, 20 Game Software Pack, Business Organiser, Metacomo Basic, First Basic, Basic Guide, First Music, Owners Handbook, Atari Joystick
ONLY
£359.95
PLUS FREE!! A Superb Starter Pack including Wordprocessor, Spreadsheet, Word Count, Spellchecker, Neochrome, Mono Monitor Emulator, Database, Towers of Hanoi, Pacman, Sensori, Fruit Machine Simulation, Mouse Mat.
PACK B
CONTAINS ALL ITEMS IN PACK A
PLUS !!
Vinyl Computer Cover, Disk Cleaner Lockable Disc Box – Holds 100 Disks, Twin Joystick Extension Lead, Ten DS/DD Disks, 2nd Joystick
ONLY
£389.95
PLUS FREE!! Our Superb Starter Pack as detailed in Pack A above.
PACK C
CONTAINS ALL ITEMS IN PACK A
PLUS !!
A Philips CM8833 Colour Monitor with Connecting Lead
ONLY
£579.95
PLUS FREE!! Our Superb Starter Pack as detailed in Pack A above

ATARI 520STFM EXPLORER PACK

Atari 520STFM with 1MB Drive Mouse, Owners Manual, Sourcebook and Tutorial UK Basic Ranarama Game, Tutorial Disc
ONLY
£279.95
PLUS FREE!!With the above Atari Pack a Superb Software Pack including Wordprocessor, Spreadsheet, Word Count, Spellchecker, Neochrome Mono Monitor Emulator, Database, Towers of Hanoi, Pacman, Sensori, Fruit Machine Simulation.

COMPUTERS COMMODORE AMIGA A500

NEW!!! MEGA PACK
Commodore Amiga A500, Mouse, Workbench 1.3, Workbench Extras, Very First Tutorial Disk, Owners Handbook,Basic Handbook, TV Modular,Mouse Mat. Beyond The Ice Palace, Buggy Boy, Ikari Warriors, Battleships, Xenon, Captain Blood, Arkanoid 2, Crazy Cars,Thundercats, Bomb Jack, Space Harrier,Live And Let Die, Comp. Pro 5000 Extra Joystick.
ONLY
£399.95
Including VAT, Delivery and Plug.
Hurry Limited Stock of this Pack

NEW! THE MOVIE PACK

Commodore Amiga A500, Mouse, Workbench Extras, Very First Tutorial Disk, Owners Handbook, Basic Handbook, TV Modulator, Mouse Mat, **PLUS!!** Deluxe Paint 2, F18 Interceptor, New Zealand Story, Batman
ONLY
£369.95
Including VAT, Delivery and Plug.

NEW! THE MOVIE + PACK

Commodore Amiga A500, Mouse, Workbench 1.3, Workbench Extras, Very First Tutorial Disk, Owners Handbook, Basic Handbook, TV Modulator, Mouse Mat, **PLUS!!** Deluxe Paint 2, F18 Interceptor, New Zealand Story, Batman, **PLUS!!** Ten Blank Discs, Disk Storage Box - Holds 100 disks, Microswitch Joystick, Vinyl Cover.
ONLY
£389.95
Including VAT, Delivery and Plug.

MOVIE MONITOR PACK

Comprises all items as listed in The Movie Pack above PLUS!! A Philips CM8833 Colour Stereo Monitor with connecting Lead
£589.95
No TV Modulator in this Pack

ACCESSORIES PRINTERS

** Star LC10 Printer **	
** ONLY **	
** £169.95 **	
** WHILST STOCKS LAST **	
** Star LC10 Colour Printer **	
** ONLY **	
** £209.95 **	
** WHILST STOCKS LAST **	
Panasonic KXP1081	£169.95
Amstrad DMP2160	£159.95
Citizen 120D	£138.00
Citizen 180E	£158.00
Star LC10/24	£259.95

All printer prices include connecting lead

MONITORS

** Philips CM8833 **	
** Colour Monitor **	
** ONLY £229.95 **	
** INCLUDING LEAD **	
Atari SM124	£109.95
Commodore 1084S	£259.95

DISC DRIVES

** HALF PRICE OFFER **	
** Comodore A1010 Amiga **	
** Disk Drive **	
** ONLY £79.95 **	
** HURRY LIMITED STOCK ONLY **	
Cumana CSA354 1mb	ST £99.95
Cumana CAX354 1mb	AM £99.95
Mail Centa Amiga 1mb	£79.95

ACCESSORIES

ST Mouse	£24.95
Twin Joystick Lead	£5.95
Mouse Mat	£4.95

* NEW NEW NEW NEW NEW NEW *
* Contriver Mouse *
* With FREE!! Mouse Mat and Mouse *
* Bracket Atari ST or Amiga *
* Only £26.95 *

16 BIT SOFTWARE

	ST	AMI
Bloodwych	17.95	17.95
Passing Shot	14.95	14.95
Rainbow Warrior	16.95	–
Populous	18.95	18.95
Populous Data	8.95	8.95
Altered Beast	14.95	17.95
Pirates	16.95	–
Shinobi	14.95	14.95
F16 Combat Pilot	16.95	16.95
3D Pool	13.95	13.95
RVF Honda	16.95	16.95
Castle Warrior	14.95	18.95
Leonardo	13.95	13.95
Shadow of the Beast	–	24.95
Rick Dangerous	16.95	16.95
Waterloo	18.95	18.95
Sleeping Gods Lie	16.95	16.95
New Zealand Story	14.95	18.95
Weird Dreams	16.95	–
Paperboy	13.95	13.95
Forgotten Worlds	14.95	14.95
Battlechess	18.95	18.95
Gunship	16.95	16.95
Airborne Ranger	16.95	16.95
Bankok Knights	13.95	17.95
Dungeon Master	18.95	18.95
Robocop	14.95	17.95
Demons Winter	18.95	18.95
Silkworm	13.95	13.95
Gemini Wing	14.95	14.95
Indianna Jones	14.95	14.95
Test Drive 2	–	16.95
Test Drive 2 Cars	–	8.95
Test Drive 2 Scene	–	8.95
Grand Prix Circuit	–	16.95
Grand Monster Slam	13.95	13.95
Kick Off	13.95	13.95
Lancaster	–	13.95
Xenon 2	17.95	17.95
TV Sports Football	17.95	–
Microprose Soccer	16.95	16.95

8 BIT SOFTWARE

	SP	CO	AMS
New Zealand Story	7.95	7.95	7.95
Shinobi	7.95	7.95	7.95
Gemini King	6.95	6.95	6.95
APB	7.95	7.95	7.95
Indianna Jones	7.95	7.95	7.95
Dynamite Dux	7.95	7.95	7.95
Altered Beast	7.95	7.95	7.95
Rick Dangerous	6.95	6.95	6.95
Story So Far	9.95	9.95	9.95

MAIL - CENTA
17 CAMPBELL ST. BELPER. DERBY. DE5 1AP. TEL: 0773 826830

ALL prices include VAT and delivery. However, for orders under £5.00 please add 50p handling charge. Personal callers welcome at our retail shop but please bring this advert as prices may vary. Closed Wednesdays.All items despatched same day whenever possible. Cheques may require a seven day clearance period. Proprietor Martin Bridges

VISA

WORLDWIDE SOFTWARE
1 BRIDGE STREET
GALASHIELS
TD1 1SW

VISA

WORLDWIDE • SOFTWARE •

WORLDWIDE SOFTWARE
106A CHILWELL ROAD, BEESTON
NOTTINGHAM
NG9 1ES

TITLE	AMIGA	ST
3D Pool	16.95	14.95
A.P.B.	14.95	14.95
Action Fighter	16.95	16.95
Airbourne Ranger	16.95	16.95
Altered Beast	17.95	14.95
Amiga A500 Cover	6.99	—
Atari ST Cover	—	6.99
Amiga Gold Hits	17.95	—
Astaroth	17.95	17.95
Bad Company	16.95	14.95
Bankok Knight	17.95	17.95
Barbarian 2 (Psygnosis)	16.95	—
Bards Tale 2	17.95	—
Bards Tale	7.25	7.25
Batman the Movie	17.95	17.95
Battlehawks 1942	17.95	17.95
Battletech	17.95	17.95
Beach Volley	17.95	14.95
Blade Warrior	17.95	17.95
Blood Money	16.95	16.95
Bloodwych	17.95	17.95
Bomber	17.95	17.95
Breach	14.95	14.95
Bridge Player 2000	14.95	—
Bridge Player 2150 Galatica	21.95	21.95
Commando	14.95	14.95
Cabal	17.95	14.95
Carrier Command	16.95	16.95
Castle Warrior	16.95	16.95
Chaos Strikes Back	—	14.95
Chambers of Shaolin	16.95	14.95
Chariots of Wrath	16.95	16.95
Chase HQ	17.95	14.95
Chess Player 2150	16.95	16.95
Chicago 90	14.95	14.95
Colossus Chess X	16.95	16.95
Conflict in Europe	17.95	—
Continental Circus	14.95	14.95
Dames	16.95	16.95
Datastorm	16.95	16.95
Day of the Viper	16.95	16.95
De Luxe Scrabble	14.95	14.95
Demons Tomb	14.95	14.95
Demons Winter	17.95	17.95
Dr Plummet	14.95	—
Dragon Ninja	17.95	14.95
Dragon Spirit	14.95	14.95
Dragons of Flame	17.95	17.95
Dungeon Master 1 Meg	16.95	—
Dungeon Master Editor	7.99	7.99
Dynamic Debuger	17.95	17.95
Dynamite Dux	17.95	17.95
Double Dragon	14.95	14.95
Emperor of the Mines	17.95	17.95
Empire	17.95	17.95
Dogs of War	14.95	14.95
Eye of the Horus	16.95	16.95
F16 Combat Pilot	16.95	16.95
F16 Falcon	21.95	16.95

TITLE	AMIGA	ST
F16 Falcon Mission Disc	14.95	14.95
Fallen Angel	14.95	14.95
Fast Lane	14.95	14.95
Ferrari Formula 1	17.95	17.95
Fiendish Freddies Big Top	—	22.95
Fire Brigade (1 Meg)	21.95	—
Flight Simulator 2	28.95	28.95
Football Director 2	14.95	14.95
Football Manager 2 Expansion Kit	9.99	9.99
Football Manager 2	14.95	14.95
Forgotten Worlds	14.95	14.95
Footballer Year II	14.95	14.95
Fun School 2 (6-8)	14.95	14.95
Fun School 2 (over 8)	14.95	14.95
Fun School 2 under 6	14.95	14.95
Future Wars	17.95	17.95
Galaxy Force	17.95	14.95
Gauntlet 2	17.95	14.95
Ghostbusters 2	17.95	14.95
Gin and Cribbage	22.95	—
Gold Rush	17.95	17.95
Grand Monster Slam	14.95	14.95
Grand Prix Circuit	17.95	—
Gridiron	16.95	16.95
Gunship	16.95	16.95
Hardball 2	16.95	4.99
Hard Drivin	17.95	17.95
Highway Patrol	16.95	16.95
Hound of Shadow	—	17.95
Indy Last Crusade Action	14.95	14.95
Indy Last Crusade Adventure	17.95	17.95
Infection	—	14.95
Infestation	16.95	16.95
Interceptor	17.95	—
Interphase	17.95	17.95
Iron Lord	22.95	—
Iron Tracker	14.95	14.95
It Came from the Desert	21.95	—
Ivanhoe	17.95	14.95
Jack Nicklaus Golf	16.95	—
Jig Saw	14.95	—
Keef the Thief	17.95	—
Kennedy Approach	16.95	16.95
Kenny Dalglish Soccer Manager	14.95	14.95
Kick Off	14.95	14.95
King Arthur	17.95	—
Kingdom of England	16.95	—
Kings Quest Triple Pack	17.95	17.95
Knightforce	17.95	17.95
Krystal	21.95	21.95
Kult	16.95	16.95
Lancaster	14.95	14.95
Laser Squad	14.95	14.95
Last Ninja 2	17.95	17.95

TITLE	SPEC CASS	SPEC DISK	C64 CASS	C64 DISK
A.P.B.	7.25	10.85	7.25	9.99
Action Fighter	6.99	10.50	6.99	10.50
Altered Beast	7.25	11.20	7.25	11.20
Ancient Battles	10.85	—	—	16.95
Ballistix	—	—	6.99	9.50
Batman The Movie	7.25	10.85	7.25	10.85
Beach Volley	7.25	10.85	7.25	10.85
Blood Money	—	—	6.99	9.50
Bloodwych	7.25	10.85	7.25	10.85
Bridge Player 2150 Galatica	14.95	17.95	—	—
Cabal	7.25	11.20	7.25	11.20
Captain Fizz	—	—	6.99	9.50
Carrier Command	10.50	11.20	6.99	10.85
Carriers at War	—	—	—	16.95
Championship Golf	6.99	—	6.99	—
Chase HQ	7.25	11.20	7.25	11.20
Continental Circus	7.25	11.20	7.25	11.20
Curse of the Azure Bond	—	—	—	17.95
Dark Force	9.99	13.50	9.99	13.50
Dragon Ninja	6.99	10.50	6.99	10.50
Dragon Spirit	7.25	11.20	7.25	9.50
Dynamite Dux	7.25	—	7.25	11.20
Emlyn Hughes Soccer	6.99	10.50	6.99	10.50

TITLE	SPEC CASS	SPEC DISK	C64 CASS	C64 DISK
Eye of Horus	—	—	6.99	10.50
First Over Germany	—	—	—	19.95
Forgotten Worlds	7.25	10.85	7.25	10.85
Ghostbusters 2	7.25	11.20	7.25	11.20
Graham Gooch All Star Cricket	—	—	7.25	—
Grand Prix Circuit	—	—	7.99	11.99
Heroes of the Lance	7.25	10.85	7.25	10.85
Indy Last Crusade	6.99	—	7.25	10.85
Kenny Dalglish Soccer	6.99	10.85	6.99	10.85
Kick Off	—	—	6.99	10.50
Laser Squad	6.99	—	6.99	11.20
Microprose Soccer	6.99	10.50	6.99	10.50
Moonwalker	7.25	11.20	7.25	11.20
Mr Heli	6.99	10.50	6.99	10.50
New Zealand Story	7.25	10.85	7.25	10.85
Operation Neptune	—	—	6.99	11.20
Operation Thunderbolt	7.25	11.20	7.25	11.20
Paul Gascoine Soccer	6.99	10.50	6.99	10.50
Power Drift	7.25	11.20	7.25	11.20
Project Stealth Fighter	6.99	10.50	10.85	14.95
Purple Saturn Day	7.25	11.20	—	—
Quarterback	6.99	11.20	6.99	11.20
Rainbow Island	6.99	10.50	6.99	10.50

TITLE	AMIGA	ST
Leaderboard Collection	17.95	14.95
Leisuresuit Larry	14.95	14.95
Leisuresuit Larry 2	21.95	21.95
Leonardo	14.95	14.95
Life and Death	22.95	22.95
Lhx Force	17.95	17.95
Lombard RAC Rally	16.95	16.95
Lords of Rising Sun	21.95	—
Last Patrol	17.95	14.95
Matrix Marauders	14.95	14.95
Microprose Soccer	16.95	16.95
Millenium 2.2	17.95	17.95
Mr Heli	16.95	16.95
Murder in Venice	17.95	17.95
Myth (System 3)	17.95	17.95
Neuromancer	17.95	—
Never Mind	14.95	14.95
New Zealand Story	17.95	14.95
North and South	16.95	16.95
Oil Imperium	16.95	16.95
Onslaught	17.95	17.95
Omni Horse Racing	17.95	—
Ooze	16.95	16.95
Operation Thunderbolt	17.95	14.95
Operation Wolf	16.95	14.95
Outrun Turbo	17.95	14.95
Paladin	21.95	—
Paper Boy	14.95	14.95
Passing Shot	17.95	14.95
Paul Gascoine Soccer	16.95	14.95
Personal Nightmare	21.95	21.95
Phobia	17.95	17.95
Pictionary	17.95	17.95
Pirates	—	16.95
Police Quest	17.95	17.95
Populous Promised Lands	7.99	7.99
Populous	17.95	17.95
Powerdrome	17.95	17.95
Power Drift	17.95	14.95
Precious Metal	17.95	17.95
Predator	17.95	—
Premiere Collection	21.95	21.95
Prospector	16.95	—
Quarterback	14.95	14.95
Quartz	16.95	16.95
Quest for the Bird	17.95	17.95
Rainbow Islands	16.95	16.95
Rainbow Warrior	16.95	16.95
Rally Cross Challenge	14.95	14.95
Rampage	17.95	—
Reach for the Stars	17.95	—
Red Heat	17.95	14.95
Red Lightning	22.95	22.95
Red Storm Rising	16.95	16.95
Rick Dangerous	17.95	17.95
Risk	14.95	14.95
Robocop	17.95	14.95
Run the Gauntlet	16.95	14.95
Running Man	16.95	16.95

TITLE	AMIGA	ST
RVF Honda	16.95	16.95
Saint and Greavsie	14.95	14.95
Shadow of the Beast	28.95	—
Shinobi	14.95	14.95
Shogun	21.95	—
Shoot Em Up Const Kit	22.95	22.95
Shuffleupck Cafe	14.95	14.95
Silent Service	16.95	16.95
Silkworm	14.95	14.95
Silphead	22.95	22.95
Sim City	21.95	—
Slayer	14.95	14.95
Sleeping Gods Lie	16.95	16.95
Star Blaze	14.95	14.95
Star Wars Trilogy	17.95	17.95
Starglider 2	16.95	16.95
Steigar	14.95	14.95
Strider	17.95	14.95
Stryx	14.95	14.95
Stunt Car	16.95	16.95
Super Leagure Soccer	16.95	16.95
Super Quintet	17.95	17.95
Super Wonderboy	17.95	17.95
Sword of Sodan	17.95	—
Swords of Twilight	17.95	—
Talespin	21.95	21.95
Tank Attack	16.95	16.95
Targhan	16.95	16.95
Terrys Big Adventure	11.99	11.99
Test Drive 2 California Chall	11.20	—
Test Drive 2 The Duel	17.95	—
Test Driver 2 Supercars	11.20	—
The Cycles	16.95	—
Thunderbirds	16.95	16.95
Tusker	17.95	14.95
Time	21.95	21.95
Toobin	14.95	14.95
Tower of Babel	16.95	16.95
Tracksuit Manager	14.95	14.95
Trained Assasin	16.95	—
Triad 2	16.95	16.95
Trivia	11.20	11.20
Trivial Pursuit Genus	14.95	14.95
Turbo	14.95	—
TV Sport Football	21.95	17.95
U.M.S. 2	16.95	16.95
Ultimater Golf	17.95	17.95
Verminator	16.95	16.95
Vulcan	—	14.95
War in Middle Earth	14.95	14.95
Waterloo	17.95	—
Wayne Gretzky Hockey	22.95	—
Weird Dreams	16.95	16.95
Xenon 2 Megablast	17.95	17.95
Xenophobe	16.95	16.95
Xenomorph	17.95	17.95
Zak McKracken	17.95	17.95

CREDIT CARD ORDER TELEPHONE LINES

South, Midlands Wales
0602 252113
(24 hrs)

Overseas only Nottingham
225368

North, Scotland N. Ireland
0896 57004
(24 hrs)

C64/128 DATASETTE UNIT 18.50

IBM/PC TITLES	PRICE
Action Fighter*	16.95
Beyond the Blackhole	22.95
Bloodwych*	17.95
Bridge Player 2150 Galactica*	22.95
Carrier Command*	16.45
Chessmaster 2000 *	17.95
Conflict in Europe *	17.95
Curse of the Azure Bond*	22.95
F15 II	34.95
Ferrari Formula One *	17.95
M1 Tank Platoon*	28.95
Omni Horse Racing	17.95
Populous*	17.95
Rick Dangerous	17.95
Sleeping Gods Lie*	17.95
Space Max	28.95
Stunt Car	16.95
Xenon 2 Megablast*	17.95
Xenophobe	16.95

* Avaiable both 3.5" & 5.25" Disk
Send SAE for Large IBM/PC List

TITLE	SPEC CASS	SPEC DISK	C64 CASS	C64 DISK
Rainbow Warrior	6.99	10.85	6.99	10.85
Rally Cross Challenge	6.99	10.50	6.99	10.50
Rick Dangerous	7.25	10.85	7.25	10.85
Risk	7.25	11.20	—	—
Robocop	6.99	10.50	6.99	10.50
Shinobi	6.99	11.20	6.99	11.20
Silkworm	6.99	10.50	6.99	10.50
Starglider 2	10.50	12.99	—	—
Steel Thunder	—	—	—	13.99
Strider	7.25	11.20	7.25	11.20
Stunt Car	10.50	16.95	10.50	16.95
Super Quintet	—	—	6.99	11.20
Super Wonderboy	6.99	10.50	6.99	10.50
Super Cars Test Drive 2	—	—	—	10.85
Test Drive 2	—	—	—	13.50
Thalamus the Hits	—	—	9.50	13.50
Tolkien Trilogy	9.99	13.50	9.99	13.50
Toobin	7.25	11.20	7.25	11.20
Wec Le Mans	6.99	10.50	6.99	10.50
Weird Dreams	—	—	6.99	10.50
Xenophobe	—	—	6.99	10.50

Europe (other than UK) shipping costs are
£1.50 per disc for normal airmail
£2.50 per disc for express airmail

Please make cheques or postal orders payable to WORLDWIDE SOFTWARE.
All prices include postage and packing in UK.
ADVERTISED PRICES ARE FOR MAIL AND TELEPHONE ORDERS

Outside Europe shipping costs are
£2.00 per disc for normal airmail
£3.00 per disc for express airmail

ACE DIARY NOV/DEC '89

NOVEMBER

WEEK'S RELEASES AT A GLANCE

Chaos Strikes Back (ST) from FTL/Mirrorsoft - Dungeon master data disk
Interphase (ST and Amiga) from Image Works - 3D vector graphic shoot 'em up
Bobo (all formats) from Infogrames - based on French cartoon character
Sim City (Amiga, PC and C64) from Infogrames - much-publicised 'God' simulator
Tintin on the Moon (all formats) from Infogrames - based on 60 year old comic book hero
Barbarian II (PC) from Palace - hack, hack and hack again
Barbarian (I) c/w Antiriad (PC double package) from Palace - keep hacking
Space Ace (ST and Amiga) from Readysoft - sequel to *Dragon's Lair*

MONDAY 13

35 shopping days until Christmas. Plenty of time yet.
Festival of St France's, patron saint of emigrants.

TUESDAY 14

Happy Birthday to King Hussein of Jordan.

WEEK'S RELEASES AT A GLANCE

Bar Games (PC) from Accolade - strange activities in American pubs.
Hard Drivin' (all formats) from Domark - famous coin-op conversion
Toobin' (CPC tape and disk) from Domark - not so famous inner-tube racing-sim
Liverpool (all formats - even MSX) from Grandslam - based on reasonably famous football team and club
Seven Gates of Jambala (ST, Amiga and C64) from Grandslam - run, jump, collect and dodge
Tank (ST) from Grandslam
Onslaught (ST and Amiga) from Hewson - arcade adventure
Stormlord (ST and Amiga) from Hewson
5th Gear (ST and Amiga) from Hewson - car racing for roadhogs
It Came From the Desert (Amiga 1Mb only) from Mirrorsoft
Blade Warrior (ST, Amiga, PC) from Mirrorsoft - hack and slay in fantasy setting

MONDAY 20

Last posting date for Christmas: the Azores, Canary Islands, the Vatican, Spain, Madeira and San Marino

THURSDAY 23

The Americans start tucking into their turkey now - for Thanksgiving Day.

FRIDAY 24

Computer Shopper Show, Alexandra Palace, London N22
Software and hardware bargains in a carnival atmosphere.

SATURDAY 25

Computer Shopper Show, Alexandra Palace, London N22

WEEK'S RELEASES AT A GLANCE

European Superleague (all formats) from CDS - football strategy
Vindicators (C64 tape and disk) from Domark
Star Wars Trilogy (Apple Mac) from Domark - all three titles in one package
Dynamic Debugger (Amiga) from Image Works - shoot 'em up
Bad Company (ST and Amiga) from Logotron - shoot 'em up
Jig Saw (Amiga and PC) from Logotron
Hardball II (PC) from Accolade - baseball sim

MONDAY 27

Last posting date for Christmas: all of continental Europe

THURSDAY 30

St Andrew's day
Gary Lineker born 1960

FRIDAY 1

DECEMBER

Festival of St Eligius, patron saint of smiths, farmers and metalworkers.

WEEK'S RELEASES AT A GLANCE

Powerboat USA (all formats bar Spectrum) from Accolade - powerboat racing sim
Dr Doom's Revenge (all formats) from Empire - comic book action
Warp (ST and Amiga) from Grandslam
Gore (ST, Amiga and PC) from Psygnosis
Ghouls'n'Ghosts (all formats) from US Gold - Capcom coin-op conversion
Heavy Metal (all formats) from Access/US Gold - US army sim
War of the Lance (C64) from SSI/US Gold - RPG

WEDNESDAY 6

Festival of St Nicholas, patron saint of countries, children, pawnbrokers and other causes Too Numerous To Mention

THURSDAY 7

January edition of ACE goes on sale. Form an orderly queue in your newsagent.

SATURDAY 9

Now only twelve shopping days until Christmas - frightening, isn't it?

ACE DIARY FORM

Please include the enclosed details in the earliest possible ACE DIARY. (Please make sure you send us your details as far in advance of the event as you can.)

COMPANY/ORGANISATION:.....
ADDRESS:.....
.....
PHONE:..... **FAX:**.....
NATURE OF EVENT:.....
DETAILS ENCLOSED ❑

FREE PUBLICITY!

That's right – if you've got something going on that you think should feature in the ACE Diary, then let us know. We'll fit in as much as we can (subject matter permitting), so drop us the details with the form above to: ACE Diary, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Alternatively fax us on 01 490 0991.

NEW SHOP NOW OPEN

MEDUSA

01-803 0893

Computers

AMIGA

BATMAN PACK	EXPANSION PACK
A500 + Free modulator + Batman the Movie + £100 worth Software	A500 + Free modulator + 1/2 Meg RAM + Dragon's Lair
£364.99	**£484.99**

Comes complete with: Mouse, Power Supply, Workbench 1.3, Extras, BASIC, Leads & Manuals.

100% Guaranteed 3 1/2" DD/DS
10: £7.99 50: £35.99 100 £64.99
NB. All discs come boxed in 10's (not bulk packed)

ATARI ST

EXPLORER PACK	POWER PACK
520 STFM + Ranarama Game + Dick Accessories	520 STFM + £550 software inc Afterburner
£269.99	**£344.99**

ST's come complete with: Mouse, Power Supply, BASIC, Leads & Manuals.

Konix Speedking (Anto) £8.99
Competition Pro 5000 ..... £10.99
All other Joysticks, Peripherals available – Ring

	Spec	C64	Ams
A.P.B.	6.90	6.90	6.90
Action Fighter	6.90	6.90	6.90
Altered Beast	7.25	7.25	7.25
Batman	9.90	6.90	6.90
Beach Volley	6.90	6.90	6.90
Bloodwych	6.90	6.90	6.90
Bomber	phone	phone	phone
Dark Force	8.75	8.75	8.75
Double Dragon	6.90	6.90	6.90
Dragon Ninja	6.50	6.90	6.90
Dragon Spirit	6.90	6.90	6.90
Dynamite Dux	7.25	7.25	7.25
Forgotten Worlds	6.99	6.99	6.99
P Gascoignes Soccer	6.90	6.90	6.90
Heat Wave	8.99	8.99	8.99
E. Hughes Int Soccer	6.90	6.90	6.90
Indy Jones	6.50	6.99	6.99
Kabal	6.50	6.90	6.90
Mr Heli	6.90	6.90	6.90
New Zealand Story	6.50	6.99	6.99
Passing Shot	6.50	6.90	6.90
Quarterback	6.90	6.90	6.90
Rainbow Island	6.90	6.90	6.90
Rick Dangerous	6.90	6.90	6.90
Robocop	6.90	6.90	6.90
Red Heat	6.50	6.90	6.90
Shinobi	6.90	6.90	6.90
Special Action	8.99	8.99	8.99
Star Wars Trilogy	8.99	8.99	8.99
Stunt Car	9.99	9.99	
Super Wonder Boy	7.25	7.25	7.25
Thunderbirds	7.99	7.99	7.99
Vigilante	6.50	6.99	6.99
War in Middle Earth	6.50	6.90	6.90
Winners	9.50	9.50	9.50
Xenophobe	6.90	6.90	6.90

	ST	Amiga
A.P.B.	12.79	12.79
Action Fighter	15.79	15.79
Altered Beast	13.79	16.79
Batman – The Movie	12.79	15.79
Beach Volley	12.79	15.79
Bomber	16.79	16.79
Bloodwych	15.79	15.79
Dynamite Dux	13.79	16.79
Dragon Ninja	12.79	15.79
Falcon	15.79	19.79
Falcon Mission	12.99	12.99
Forgotten Worlds	13.79	13.79
Indy Jones	13.79	13.79
Kabal	12.79	15.79
Light Force	15.79	15.79
Last Ninja II	16.79	16.79
North & South	15.79	15.79
Mr Heli	15.79	15.79
New Zealand Story	12.79	15.79
Passing Shot	15.79	15.79
Paperboy	13.79	13.79
Populus: Promised Lands	7.50	7.50
P. Gascoigne's Soccer	15.79	15.79
Rainbow Island	15.79	15.79
Red Heat	12.79	15.79
Robocop	12.79	15.79
Shinobi	12.79	12.79
Strider	13.79	13.79
Soccer	12.79	15.79
Stunt Car	15.79	15.79
Super Wonder Boy	16.79	16.79
Stryx	12.79	12.79
Super Quintet	15.79	15.79
Vigilante	10.79	10.79
Triad II	15.79	15.79
Winners	20.50	20.50
Xybots	12.79	12.79
Xenon II Megablast	15.79	15.79

DISK PRICES @ 30% OF RRP
All Prices are for Mail Order only/E&OE

Hardware available at above prices from our shop.
Please note:- Software prices differ at shop.
Cheques/PO's payable:- MEDUSA COMPUTERS, 28a Westerham Avenue, Edmonton N9

T.C. COMPUTERS

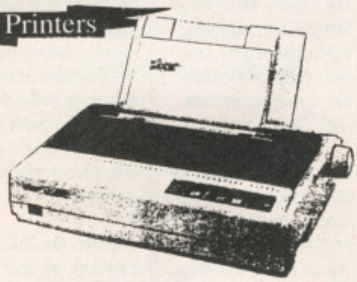
12A Barnards Way, Charlton Heights, Wantage, Oxon OX12 7EB
Tel: (02357) 60177

★ PC SPECIAL PRICES ★

Commodore PC-10 III, SD, Mono £550
Commodore PC-10 III, DD, Mono £699
Commodore PC-20 III, SD, 20Mb HD, Mono £785
Commodore PC-20 III, SD, 20Mb HD, EGA £1099
Commodore PC-30 III, SD, 20Mb HD, Mono (AT) £1130
Commodore PC-40 III, SD, 40Mb HD, VGA, Mono (AT) £POA

Amiga A500/TV Modulator - Bat Pack £359
Amiga A500/TV Modulator - Ten Star Pack £379
Amiga A500/TV Modulator - 2nd Disk Drive £439
Amiga A500/TV Modulator - 1Mb Ram £489
Amiga A500 - Colour Monitor £579

Printers



Star LC-10 Mono £155
Star LC-10 Colour £196
Star LC24-10 Mono £259
Star LC24-15 Mono £259
Star LC-10 2 Mono ..... £POA
Star LC-15 Mono £299
Star XB24-10 Mono £440
Star XB24-15 Mono £579

For 1 year on-site warrenty on Star Printer add £10.

Citizen 180E £149
Citizen HQP-40 ..... £349
Citizen Swift £289
Citizen Swift Colour £325
Citizen Swift Pro Dot 9 ..... £POA
Mansman Tally MT81 ..... £129

3½ DS DD Disks (1 for 1 guarantee) 10's £9.00
3½ DS DD Disks Sony Boxed in 10's £11.99
3½ DS DD Disks Commodore in 10's £14.99

ALL PRICES INCLUDE VAT AND ARE SUBJECT TO CHANGE WITHOUT NOTICE
Software up to 30% off RRP

Commodore (TM) DEALER

12A BARNARDS WAY
CHARLTON HEIGHTS
WANTAGE, OXON, OX12 7EB

PC Engine · SEGA · ATARI · Nintendo · VCS 2600

SEGA MEGA DRIVE

We aim to keep the complete range of games for all these consoles in stock. So you can be sure of a large selection to choose from. Call into our showroom in the centre of York where we will be happy to demonstrate all the latest titles.

Mail Order Available Call for details.

OPEN 9AM TO 5.30PM MONDAY TO SATURDAY MAIL ORDER AND CREDIT CARDS WELCOME

YORCOM
THE YORK COMPUTER CENTRE

N° 9 Davygate Arcade, Davygate, York YO1 2SU.
Tel: 0904 641862

Are *You* An Excellent Programmer Or Graphic Artist?

If So.....

Due to expansion we are now looking for talented Programmers and Graphic Artists (computer experience not essential for artists) to join one of Europes leading entertainment software houses.

Emerald Software is based in Waterford, Ireland in a large modernised and superbly equipped office building.

Work is now carried out for the PC (all graphic cards), Amiga, ST and dedicated game CONSOLES. We use the latest development systems and are engaged in exciting and creative projects.

If *you* want to join a winning team, **apply in writing** with full details of experience to date to:

Technical Manager
Emerald Software
Washington Lodge
Wilkin Street
Waterford
Ireland.

ACE DEALERS

Virgin Games Centre: head office 961 5500; contact Carolyn Stork Friday.

Tel's sells

The rapidly expanding Terri's Computers & Video opened its seventh shop on November 4, in Beckenham High Street, Kent.

Why not stroll down to take a look? The shop stocks 16-bit computers and games (nothing on 8-bit), as well as PC games, Sega and PC Engine software and they've promised to support the Konix Multi-System when (if) it becomes available.

Beckenham a bit out of your way? Other Terri's computer stores are in Sidcup High Street, Orpington High Street and Petts Wood Station Square - all in Kent.

Laughing all the way to the Funbank

Look out for stickers on doors and windows proclaiming that the store is taking part in the Funbank scheme. Buy your software from a Funbank dealer, and you'll be on your way to earning free games.

It works like this: you can pick up your special Funbank 'passport' from any participating store. Every time you buy a 16-bit title you get two tokens to stick into your passport; every time you buy an 8-bit title you get a single token.

Twelve tokens in your passport means you can claim a free 8-bit game; 18 tokens a free 16-bit game. Send your filled passport to distributor Leisuresoft - the address is on the passport - stating which title you'd like and wait for it to flop through the letterbox. You have until the end of January to take up Leisuresoft and 55 dealers up and down the country on their offer, so start collecting now.

Top Man goes soft

If you buy your clothes from Top Man (come on, admit it), you may have noticed one of this season's new lines is ... software. Chain store Microbyte, which has nine outlets in the North and Midlands, will be opening a 'shop within a shop' at 15 Top Man branches over the next few months.

'Toys for the Boys' (ugh) will be the name of the in-store concession, and will sell cassettes and CDs as well as the Top 15-20 software titles for Amiga, ST, Spectrum, C64 and Amstrad formats.

Look out for 'Toys for the Boys' in Top Mans (Top Men?) in [more to come]

Try before you buy ...

... is the theme at the four Software Superstore branches. Between now and Christmas they'll be hauling in the arcade cabinets so that you can experience all the thrills of the coin-op before (they hope) buying the computer version.

Chase HQ and Operation Thunderbolt machines are both lined up to make appearances in the stores. But it's not just a matter of a quick blast before parting with your money - there are spot prizes and freebies such as T-shirts and posters waiting to give themselves away as well.

And if you buy regularly at Software Superstore, have you got a Gold Card yet? Claim a Gold Card when you buy any piece of software at full-price and you'll get a 10% discount of any further full-price purchases that you make.

Software Superstore has outlets at Hanley, Stoke-on-Trent, The Waingate, Sheffield, Little Underbank in Stockport and the centre of St Helen's.

[plus TDK promotion from last month's issue]

All offers and promotions are subject to availability of stock. Although we do our best to ensure our dealer promotion information is accurate at the time of going to press, ACE cannot take any responsibility for changes or cancellations to dealers' plans.

Attention dealers! Don't keep your promotions, competitions, special offers, etc, a secret. Tell us at ACE and we'll tell everybody else.

ACE DEALERS FORM

Dealers, don't keep your ACE readers in the dark. Send details of your promotions and events to us, and we'll let the world know about them. Just fill in the form and send it with your press pack to: ACE DEALERS PAGE, Priory Court, 30-32 Farringdon Lane, LONDON. EC1R 3AU.

COMPANY:.....

ADDRESS:.....

TELEPHONE:..... **FAX:**.....

NATURE OF PROMOTION/EVENT:.....

..... **DETAILS ENCLOSED** ❑

TELEGAMES

Europes Largest Stock of Video Games & Cartridges For —

COLECO VISION™ INTELLIVISION Nintendo PC Engine SEGA SEGA MEGA DRIVE NINTENDO GAMEBOY ATARI 2600 and 7800

The leading Video game specialists. Send for lists (state make of game)

TELEGAMES, WIGSTON, LEICESTER, LE8 1TE. (0533-880445)

THE ACE PROFILE

A complete personal profile of the ACE team...

Steve Cooke
Editor
Age: 34
Born: Chelsea

TOP 5 MOVIES
1. Citizen Kane
2. Westworld
3. Crystal Voyager
4. Butch Cassidy
5. After Hours

TOP 5 BOOKS
1. Voyages of Doctor Dolittle
2. Dancers at the End of Time
3. Chronicles of Castle Brass
4. Operation Heartbreak
5. Madame Solario

TOP 5 MUSIC
1. Grateful Dead
2. Jefferson Airplane
3. Quicksilver Messenger Service
4. Love
5. Eurythmics

TOP 5 FOOD/DRINK
1. Chocolate Semolina
2. Home-Made Steak and Kidney Pie
3. Mescal
4. Hot Chocolate
5. Spanish Hot Chocolate (Thick)

Rik Haynes
Deputy Editor
Age: 22
Born: Westcliff-on-Sea, Essex

TOP 5 MOVIES
1. Blade Runner
2. Scarface
3. Terminator
4. The Thing
5. Return of the Living Dead

TOP 5 BOOKS
1. Berserker
2. The Forever War
3. Neuromancer
4. Count Zero
5. Burning Chrome

TOP 5 MUSIC
1. Gary Numan
2. Propaganda
3. Depeche Mode
4. Human League
5. Prince

TOP 5 FOOD/DRINK
1. Italian
2. Chinese
3. Vodka
4. Orbit Peppermint Sugarless Chewing Gum
5. Lobster

Laurence Scotford
Staff Writer
Age: 23
Born: Eastbourne

TOP 5 MOVIES
1. Darkstar
2. Silent Running
3. Apocalypse Now
4. Blue Velvet
5. Stunt Man

TOP 5 BOOKS
1. The Majors
2. The Maggot
3. Count Zero
4. On the Beach
5. The Great Gastby

TOP 5 MUSIC
1. Fleetwood Mac
2. Lyndsy Buckingham
3. Talking Heads
4. John and Vangelis
5. Tracie Chapman

TOP 5 FOOD/DRINK
1. Dry Martini
2. Hot Chocolate
3. Extra Srong Mints
4. American Hard Gums
5. Pasta Shells

Jim Willis
Art Editor
Age: 23
Born: Frodsham, Cheshire

TOP 5 MOVIES
1. With Nail and I
2. Blue Velvet
3. Mary Poppins
4. Unbearable Likeness to Being
5. How to Get Ahead in Advertising

TOP 5 BOOKS
1. Quark XPress Manual
"I haven't had time to read anything else!"

TOP 5 MUSIC
1. Elvis Costello
2. REM
3. Lloyd Cole and the Commotions
4. Talking Heads
5. Lone Justice

TOP 5 FOOD/DRINK
1. Jack Daniels
2. Hicks Special Draft
3. Chinese Vitals of all variety
4. Malibu
5. Rice Pudding and Jam sandwiches

Garry Williams
Advertising Manager
Age: 28
Born: Blackpool

TOP 5 MOVIES
1. Debbie Does Dallas
2. Erasor Head
3. Predator
4. Breakfast Club
5. Clockwork Orange

TOP 5 BOOKS
1. The Wasp Factory
2. Ransom
3. Bright Lights, Big City
4. Rules of Attraction
5. Less Than Zero

TOP 5 MUSIC
1. Rick Lee Jones
2. Fine Young Cannibals
3. Barry White
4. George Benson
5. Crazy Johnson

TOP 5 FOOD/MUSIC
1. Tennents Lager
2. Kebab
3. Murphy's Irish Stout
4. Higsons Bitter
5. Fish and Chips

Jerry Hall
Deputy Advertising Manager
Age: 32
Born: Sheffield

TOP 5 MOVIES
1. Close Encounters of the Third Kind
2. Close Encounters of the Third Kind (Special Edition) 3. ET
4. Star Dust
5. Sound of Music

TOP 5 BOOKS
1. Wind in the Willows
2. Complete Works of William Shakespear
3. Boycott Autobiography
4. Any Doctor Who book by Peter Haining
5. The complete works of Tom Sharp

TOP 5 MUSIC
1. Beatles
2. Rolling Stones
3. Monkey's
4. ABBA
5. Roxy Music

TOP 5 FOOD/DRINK
1. Steak in Red Wine
2. Tandori Mixed Grill
3. Bottle of Southern Comfort
4. Chips and Old Roger Bitter
5. More Chips with Beans

Melanie Costin
Production Controller
Age: 18
Born: London

TOP 5 MOVIES
1. Dead Poet's Society
2. The Bounty
3. Batman
4. Cocktail
5. U2 Rattle and Hum

TOP 5 BOOKS
1. Active Worm
2. China Town
3. Any Mills and Boon book
4. U2 Rattle and Hum
5. Any Agatha Cristie book

TOP 5 MUSIC
1. U2
2. Crowded House
3. Eric Clapton
4. Victor Laslo
5. George Benson

TOP 5 FOOD/DRINK
1. McDonald's
2. Champane
3. Salmon
4. Chinese
5. Fish and Chips

YOUR VERDICT PLEASE...
You've now got all the data needed for a complete psycho-analysis of the ACE crew. Are we completely crazy, very sensible or just plain boring? Write now and tell us your comments, theories or accusations.

The most informative, funny or bizarre set of results will win a special ACE Psycho-Profile Doctorate Certificate signed by professors Cooke, Haynes, Scotford and Willis (A very limited edition of one).

Write to: ACE Profile, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

THE ACE STOCKMARKET ENTRY FORM

ROUND ONE

Post this form or a photocopy to ACE Stockmarket, Priory Court, 30-32 Farringdon Lane, EC1R 3AU. Closing date 27th November 1989.

NAME: ..... Telephone Number: .....

ADDRESS .....

..... Computer owned: .....

My prediction for next month's top five software houses on the Company Counter is:

1. .....
2. .....
3. .....
4. .....
5. .....

My prediction for next month's top five game on the Commodore 64 is:

1. .....
2. .....
3. .....
4. .....
5. .....

My prediction for next month's top five games on the Spectrum is:

1. .....
2. .....
3. .....
4. .....
5. .....

My prediction for next month's top five games on the Amstrad CPC is:

1. .....
2. .....
3. .....
4. .....
5. .....

My prediction for next month's top five games on the Atari ST is:

1. .....
2. .....
3. .....
4. .....
5. .....

My prediction for next month's top five games on the Amiga is:

1. .....
2. .....
3. .....
4. .....
5. .....

Rules:

All entries must be received by the closing date for this round of November 27th 1989.

No employees of EMAP, or of any company involved in the production, distribution, or sale of ACE Magazine are eligible for entry.

Only one entry per household.

The decision of the judges is final and correspondence cannot be entered into.

WHAT YOU HAVE TO DO

First, you need to check the ACE reviews pages to get an idea of the way games and software houses are moving up or down the charts. In future months, you'll also be able to keep a running record of the movements of the software house indices (starting this month at 100) to help you determine long term patterns.

There's £25.00 worth of software for your machine waiting for the first winner in each category each month picked at random from the qualifying entries. If the prize goes unclaimed for any category, we'll add a bonus mystery prize on for the next month – so there'll be some real goodies to get your hands on if you can get it right when others can't!

SUBSCRIBE!

Get 13 issues for the price of 12 – and get ACE delivered to you in the comfort of your own home

HOW TO ORDER

Complete the coupon below OR send your details on plain paper OR ring our special 24hr. Orderline service on 0858 41088 and quote your credit card number.

ANNUAL RATES

UK	£17.95
Overseas Surface Mail	£27.95
Airmail Europe	£42.95

We suggest that Overseas readers pay by International Money Order. Other Airmail rates available upon request. For subscription enquiries, telephone 0733 555161

To ACE Subscriptions Dept.,PO Box 500, Leicester LE99 0AA

Name .....

Address .....

.....

..... **Postcode** .....

Please start my subscription from the (enter month).....issue of ACE. I enclose my cheque/postal order for £..... (payable to ACE Magazine).
Please charge £..... to my Access/Visa/Diners/Amex account.
Card Number..... Signature.....
Expiry Date.....

HOW TO PLACE YOUR ENTRY

All you have to do is send off the form below, together with your payment; Entries to the Pink Pages cost just £4.00 each. (Except for helpline which is free).

- The maximum is 20 words except for Helpline. (Helpline entries can be extended to 100 words max – use another sheet of paper if necessary).
- The service is NOT open to trade advertisers.
- We will print your advertisement in the first available issue.
- Entries which could be interpreted as encouraging software piracy will not be accepted.

ENTRY FORM

POST TO: **ACE Readers Page, Emap B+CP, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

Please place my ad in the next available issue of ACE.

Name .....

Address.....

.....

.....

Category of entry:

☐ Helpline ☐ For Sale
☐ Wanted ☐ Pen Pals
☐ User Groups ☐ Other

Method of Payment

☐ Cheque ☐ P.O.

Please make cheques and postal orders payable to

ACE MAGAZINE.

Write your Advertisement here, one word per box. Include your name, address and phone number if you want them printed.

ADVERTISERS INDEX

Atari.....106/107
Activision.....IBC, 20/21, 44/45 134
Anco.....58/74
Alternative.....144
Accolade 133

Bondwell 157
Broadsystems 73

Computer Adventure World.....183

Domark 6, 7
Dialcom.....143
Digital Intergration 111

Elite.....24/25
E & J Software 81
Evesham.....177
Emerald.....189

Future.....158/159

Gremlin 94

Hewson.....30/31/70

Interceptor.....138
Impressions.....51
Intermediates 173

Logotron.....142
London Mail Order 186

Microprose .....32, 33, 34, ...41, 132
Microdigital.....90
Mirrorsoft.....108
MCD.....181
Mention Tech.....169
Megaland 164/165
Mail Centa.....187
Medusa 189
Mindscape.....101, 127

Ocean.....OBC, 26, 54, 55 .....66, 67, 88, 89

Psynosis.....8, 13, 46, 85, 124

Rainbow Arts.....64, 97, 112
Rapid.....185

Silica Shop.....151, 153
System3.....17
Sublogic 61
SDC 170
Software City.....162
Serv-U.....175
Shekhana.....179
South East Kent Software.....180

Titus 149
TC 189
Telegames.....190

US Gold .....62, 63, 76, 78, ...82, 83, 98, IFC

Virgin.....38, 39, ...103, 116

Worldwide 187

The BLITTER END

IF YOU CAN'T BEAT THEM – EAT 'EM!

We just can't stomach this one. After indulging in hanky panky with the Power Glove, and dancing up and down on NEC's exercise pads, we have now been subjugating to – wait for it – the Nintendo cereal.

No, this is not a come-on, it's a very serious business, involving megabucks of license money and yet more income for the Japanese game giants who could now, if they wanted to, give every gamesplayer in Europe a free console and still show a profit. In fact, this latter tactic has been quite seriously suggested in some corners, who reckon that Nintendo would then make even more money by flogging us all expensive games to play on our free machines.

Well, that's something to think about over breakfast isn't it? Especially as you chew on the officially licensed cereal. Mat Simpson of South Woodford was so shocked he wrote in to tell us all about it. The advert reads 'Nintendo is two cereals in one. Wow! Super Mario Bros® and Zelda®. We rescued breakfast! If you can't beat them, eat 'em!'. 'I swear,' writes Mat, 'that this is true.'

Don't worry – we believe you. Sigh...

☆

You may by now have heard of the 'difficulties' behind the PC Show. The whole affair is clouded in litigation, but numerous parties are trying to stake their claim to the industry's number one show and the one thing that seems certain is that the PC Show, as you and I know it, will never happen again.

Three minutes silence.

Right, now for the plug. One of the parties attempting to muscle in on the act is none other than ACE's publisher, and Blitter is therefore perfectly well aware that most people will claim that anything I write in this column will be biased. However, anyone who's known me (and that includes Miss Fiorina in Brighton) for any reasonable length of time will testify that I have always strongly supported the idea of a games only show during the Autumn period – and it is a happy coincidence that this is exactly what our publishers are trying to set up now.

The reasons for this are devastatingly simple. Computer games have a bad press generally, however self-important the software industry may sometimes (but thankfully rarely) become, and good publicity is absolutely vital if the market is to increase. In fact publicity of any kind is better than the massive ignorance most other media show when confronted with the subject of computer entertainment.

The only way we can get publicity is by having a large public show in the country's biggest city on a regular basis, just before Christmas. We need TV coverage, radio coverage, and press coverage. And we ain't going to get that any other way.

There's also the question of new users. I bought my first computer after seeing the Spectrum at the PC Show. I was enticed there by the advertisements in the local press. Having a public showcase for entertainment technology is going to win us more converts than ever before these days with the advent of more impressive products. And it's especially important at a time when so many people are preparing to invest in the industry for the long-term benefits of CD-I and other potential profitmakers.

See you at the show, where you can accuse me to your heart's content of being biased. I'll be too busy enjoying myself to take much notice!

★

Paradise Computers in Brighton are busy shifting Public Domain disks by the dozen at only £1.50 each. Like any responsible duplicating house, they obviously have to take stringent precautions against viruses.

Unfortunately, someone in the marketing department has obviously misinterpreted company policy here as the company plan to give away a free condom with each order. When all else fails...

★

When things get hectic in the ACE office, a sudden ceasefire period is declared and for a few blissful minutes all you can hear is the thunk, thunk of darts burying themselves in an expensive new dartboard. Scores of 180 and more are, of course, commonplace.

What is perhaps less impressive in the scores department, and which leads one to suspect that people (particularly computer games players) have abandoned the traditional darts game, is the manner in which this dartboard came to grace our office.

Gremlin Graphics were the good sports involved – at the PC Show they offered the board and the darts to go with it (plus a very nice rubber ockey) to the person who go the highest score with three darts during the Show.

Competition was fierce. The highest score, achieved by our very own Jerry Hall, was...65.

★

As you may have noticed on this issue's front cover, ACE has entered the world of electronic retailing with the introduction of a horrible looking – but very functional – bar code.

Bar codes are already the smart thing to do in the States, but here in the UK we've been a bit slow to catch on. The big advantage, of course, is that you, the reader, will now be able to scan in the relevant details from the issues in your collection using your free cover-mounted bar-code reader and personal freshener. We anticipate getting this on the cover by around April 1st of next year.

Fortunately, the bar code won't be quite so obvious in future. This has been an ACE public announcement.

☆

Finally, just a quick welcome to the latest member of the ACE Team: Melanie Costin, who'll be in charge of ad production. And if you're wondering there isn't a picture on this month's Blitter, it's because we didn't want to insult the poor girl by printing her in black and white....

Blit-Blit!

NEXT MONTH...

In the next issue of ACE we'll be lavishing our annual Christmas present on you. This year it will be an essential fashion accessory which no self-respecting gamester can afford to be without – the ACE 1990 Diary. Packed with information on all the things you need to know, it'll be nestling on the cover of next month's ACE...

Also in future issues you can look forward to exclusive coverage of hypermedia following a trip to the States, including a look at the successor to Cosmic Osmo and the first DVI games (see page 185 of this issue).

Ooops!

The Commodore Show at the Novotel this month is on the 17th-19th November, and not as previously stated. Apologies to all concerned.

Awaken the beast within you...

ALTERED BEAST

Zeus has called upon you! Only a brave and fearless warrior can save his beloved daughter Athena, from the cunning clutches of Nelf, evil Lord of the Underworld.

Risen from the grave, you are presented with Supernatural powers beyond this world. Collect the 'mystical' spirit balls and transform into an awesome array of creatures – as Strongman, punch and kick harder than ever before, as WereWolf and Were-Tiger rip the flesh of the demons of hell and as Bear, knock out your enemies with one bad breath!

You hear the distant cries of the beautiful Athena and as the terrors of the Underworld tighten their grasp, the beast within you rises to face the final battle!!

ACTIVISION

SEGA®

LTERED BEAST™ and SEGA® are trademarks of SEGA ENTERPRISES LTD.
his game has been manufactured under licence from Sega Enterprise Ltd.,
pan.
SEGA 1988, 1989.
Marketed and distributed by Activision (UK) Ltd.

Mail Order: Postronix Ltd., Nene Enterprise Centre, Freehold Street, Northampton NN2 6EW. Tel: 0604 791771 (Quote Reference ACT 1).
Consumer Enquiries/Technical Support: Tel: 0734 310003

100% DYNAMITE

AFTER BURNER

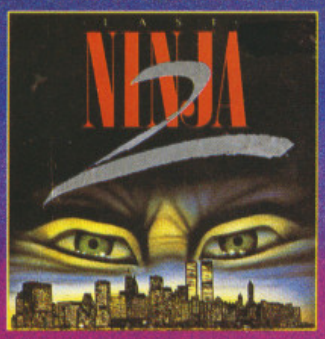
SHAKE ... RATTLE ... ROLL IT

AFTERBURNER — You've played the arcade smash – now experience the white-knuckled realism of a supersonic dogfight at home! Using your heat-seeking missiles and laser anti-aircraft fire, can you be top gun against supersonic swarm?

Experience brain-numbing G-forces; bones rattling with the body-jarring pitch and yaw ... scan with your radar, lock on your target and FIRE!

AFTERBURNER TM SEGA © are trademarks of SEGA ENTERPRISES LTD. This game has been manufactured under licence from Sega Enterprises Ltd., Japan.

LAST NINJA 2



Once beaten, but not destroyed, the evil Shogun Kunitoki used all his mystic powers to transport himself through time and establish a new empire of tyranny in modern day Manhattan. In fear of Kunitoki's growing powers, the arcane gods used all their wisdom to bring you, the Last Ninja, across the abyss of time and confront your arch-enemy once more. You arrive in this frightening and awesome modern world bringing nothing with you save your intelligence, skill and cunning and a burning desire for vengeance. Will this be the final battle? Can you vanquish Kunitoki once and for all?

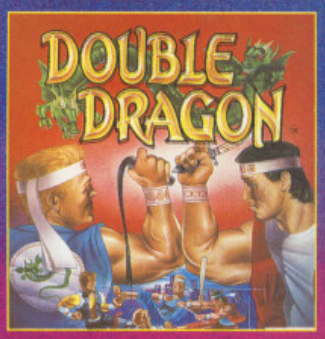
© System Three Software Ltd. All rights reserved.

WEC LE MANS

The World's most famous sports car race comes to your home computer screen with this exciting simulation of the 24 hour Le Mans race. World endurance Championship sports cars battle through day and night sequences where both strategy and driving skills are required to take the winner's laurels. This stimulating challenge inspired by Konami's sit in driving simulator reproduces all the elements at the famous race with every twist and turn of the track.

© Konami

DOUBLE DRAGON



Skillful programming has taken the superb graphics and addictive game play of the monster Arcade hit and faithfully reproduced it in home computer versions.

Join in deadly combat with the savage street gang of the infamous Shadow Boss. Use whatever weapons come to hand as you pursue the gang through the slums, factories, and wooded outskirts of the city to reach the Black Warrior hideout, for the final confrontation with the Shadow Boss himself!

©1988 Mastertronic International, Inc.

FOUR EXPLOSIVE HITS IN ONE SPECIAL COMPILATION

SPECTRUM
COMMODORE
AMSTRAD

£14.99

CASSETTE

FROM

ocean

ALSO AVAILABLE ON DISK

£17.99

Ocean Software Limited · 6 Central Street
Manchester · M2 5NS · Telephone: 061 832 6633
Telex: 669977 OCEANS G · Fax: 061 834 0650